

CONTACT

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Skills

Languages:

C# Java C/C++ Javascript

Python HTML/CSS HLSL/CG

Game Software:

Unity Maya Visual Studio

Blender Unreal 4 MonoGame

Other Software:

Illustrator Photoshop After Effects

Git Microsoft Project /Office

Honors & Awards

- ▶ Intel’s 2018 GDC Showcase Speaker
- ▶ Magic Studios GDC Showcase
- ▶ Microsoft Imagine Cup Game Jam Winner
- ▶ Triseum - Educational Games Ambassador
- ▶ IGM Ambassador
- ▶ Honors College
- ▶ Dean’s List

Activities

- ▶ Electronic Gaming Society
- ▶ Computer Science House
- ▶ D-II Club Rugby

Barrington Campbell

Game Developer

Education

Rochester Institute of Technology, Rochester, NY Expected Graduation: 2020
GPA: 3.84 – Honors and Dean’s List (Fall 2016 – Present)
Bachelors of Science: Game Design and Development

Interactive Games and Media Ambassador – A highly selective association of passionate students who represent the IGM majors through different events and meeting with prospective students.

Courses: C# Game Development and Algorithm Program Solving I/II, C++ Data Structures and Algorithms for Game Development, Game Design & Development I, 3D Modeling and Rendering, 2D & 3D Animation and Asset Production, Interactive Media Development, Web Application Development, Web Design and Implementation, Storytelling Across Media, Discrete Mathematics, Mathematical Graphical Simulation I/II, Calculus I, Physics

Projects

MetroGnome
First place in the Microsoft Imagine Cup Game Jam at RIT. Selected to be showcased at GDC 2018 and Intel University Showcase. Developed a 3D voxel rhythm game as a Technical Artist working on character creation, environmental art, and UI/UX.

Augmented Reality vs Virtual Reality
Experimenting in a two-player, cat-and-mouse hunt, where one player with an AR tablet searches for the VR player. As the Technical Artist I develop shaders, particle effects, and asset pipeline integration

Weekly Game Developmet
Expanded knowledge on Game Development elements, such as procedurally generated meshes and Low-Poly art, by researching and creating different games, in the span of a week.

ColoRun
Indie Developer of an endless runner puzzle game for multiple platforms.
Developed quasi random board generator, mobile swipe controls, and intuitive mechanics.

Experience

2D ANIMATION AND ASSET PRODUCTION TEACHING ASSISTANT
Rochester Institute of Technology

- Aiding students in need of assistance using different in class software, such as Photoshop, After Effects, and Illustrator
- Grading different assignments from 2D animated storylines to game asset packages.

VIRTUAL REALITY ASSISTANT
RIT Fitness Lab

- Analyzing how various games effect different players’ cardiorespiratory ability by monitoring heart rate
- Assisting patrons with use of the HTC Vive through explanation and example.

GAME DEVELOPMENT INTERN
Fire Water Game Studio

- Learned different features of Unity Engine by following given daily tasks and assignments.
- Explored the development of a 3D game by creating assets using modeling software.
- Designed a large story driven open-world map, including different environments.