CALEB KATZENSTEIN

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EDUCATION

Bachelor of Science: Game Design and Development, expected May 2020
Rochester Institute of Technology - Rochester, NY
Achievements
- Dean's List, Fall 2016 - Fall 2017
Fall 2016 Semester Grade Point Average 4.0/4.0
Spring 2017 Semester Grade Point Average 3.96/4.0
Fall 2017 Semester Grade Point Average 3.97/4.0

SKILLS

- Unity
- Unreal Engine 4
- C#
- HTML 5
- CSS

- C++
- Python
- Java
- Maya
- Javascript

WORK HISTORY

Hackathon Coach, 07/2017 to 07/2017
Albert Einstein College of Medicine – New York, NY
Advised participants on creating game related answers to the question, "Can we hack the fountain of youth?"

Game Design Consultant, 07/2017 to 08/2017
Albert Einstein College of Medicine – New York City, New York
Consulted with gamification of asthma app which helped to teach adolescents to recognize the state of their asthma.

Historian, 03/2018 to Current
Phi Sigma Pi, Delta Alpha Chapter – Rochester, NY
In charge of documentation of Phi Sigma Pi, as well as updating the website and wiki.

Supplemental Instruction Leader, 08/2017 to Current
Rochester Institute of Technology – Rochester, NY
Help students improve understanding of Economics 101.

PROJECTS

Project Lead - "Escape Amnesia Manor"

An escape the room game. The protagonist is an amnesiac teenager who awakens in a strange room with no idea how she got there. To escape, she must solve the mystery of Amnesia Manor.

Developer - "Dasher" (In progress)

A top-down platformer. The player must "dash" from platform to platform to reach the exit.

Developer - "Marble" (In progress)

Targeted for mobile, players rotate their phone to navigate a ball through a maze.