# CALEB KATZENSTEIN

Dobbs Ferry, NY ♦ C: 914-330-7205 ♦ caleb.katzenstein@gmail.com

https://www.linkedin.com/in/caleb-katzenstein-602135127

## PROFESSIONAL SUMMARY

Student at Rochester Institute of Technology in the Game Design and Development major eager to gain experience in the computer science industry. Available May to August through 2020.

## EDUCATION

**Bachelor of Science**: Game Design and Development, expected May 2020
**Rochester Institute of Technology** - Rochester, NY
Achievements
- Dean's List, Fall 2016 semester
- Dean's List, 2017 semester

Fall 2016 Semester Grade Point Average 4.0/4.0
Spring 2017 Semester Grade Point Average 3.96/4.0
Member, Phi Sigma Pi, Delta Alpha Chapter

## 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.

**Karen's Walk Co-Chair**, 05/2017 to Current
**Phi Sigma Pi, Delta Alpha Chapter** – Rochester, New York, United States
Organized a charity walk in support of cardiomyopathy research and treatment. (In progress)

## 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.