BRIAN CLANTON

15222 BAUGHMAN DRIVE
SILVER SPRING, MD 20906
(301) 641 - 4902
BRIAN.CLANTON@GMAIL.COM
WWW.BRIANCLANTON.COM

EDUCATION

Game Design and Development, Bachelors/Masters of Science   August 2011 - Present
Rochester Institute of Technology, Rochester, NY
GPA 3.4/4.0 Anticipated Graduation: May 2015

EXPERIENCE

Game Developer   May 2013 – August 2013
Animatron, Cambridge, MA (affiliated with JetBrains)
- Startup animation software company
- Created networked multiplayer video games using the animation engine
- Participated in UI, UX, and feature discussions for the first release of the animation tool
- Programmed using JavaScript, Node.js, Socket.io, MongoDB, player.js (Animatron engine)
- Learned to use GIT following the git-flow model

Intern Researcher   May 2012 – August 2012
National Institute of Standards & Technology (NIST), Gaithersburg, MD
- Part of the NIST Summer Undergraduate Research Fellowship (SURF) Program
- Created an interactive web application for displaying 3D mathematical functions
- Programmed using Bash scripting, GLSL 1.0, and Three.js

Programmer   June 2011 – August 2011
University of Maryland, College Park
Center for Advanced Transportation Technology Laboratory (CATT Lab), College Park, MD
- Created a website for displaying server status information
- Programmed using jQuery, Java Servlets, and OpenJMS

Intern Programmer   June 2010 – August 2010
University of Maryland, College Park
Center for Advanced Transportation Technology Laboratory (CATT Lab), College Park, MD
- Created a web application for displaying results of sessions within a simulation video game
- Programmed using Flex, ActionScript 3
- Learned to use Subversion, Issue Tracking System

SELECTED PROJECTS

- **Project Reaxion** – Team Project, 3D fighting video game built with the Java Monkey Engine
- **Microsoft Imagine Cup 2011** – Team Project, created a platforming game in 48 hours

ACTIVITIES

Music Director   May 2013 – Present
RIT Eight Beat Measure, All-Male Collegiate A Cappella (www.8beat.org)
- Plan and lead all rehearsals (4 rehearsals a week)
- Manage arrangements for group
- Organize and supervise recording sessions (around once a month)

SKILLS   .:

Experienced with
Java
JavaScript
C#
ActionScript 3

Familiar with
C++
Unity
GLSL 1.0
Bash Scripting
MySQL

Libraries
XNA
jQuery
Node.js
Socket.io
Backbone.js
MongoDB
WebGL
Three.js
JInput
JOGL

Version Control
SVN
GIT

AWARDS   .:

RIT Presidential Scholarship

RIT Honors Program Scholarship

National Achievement Scholarship

AP Scholar with Distinction