BRAD HANEL

Summary

4th year Game Development student looking for internships in software engineering and game design, using skills in programming such as C#, JavaScript, and C++. I have professional experience in Android development in Java. Available May-December 2020. Very interested in working in Canada but will require visa sponsorship.

Employment

PAR Government Systems Corporation
Rome, NY
Software Engineering Intern
May 2019 to Present
- Fixed bugs and created new features for a geo-spatial communication app used by the US government
- programmed using Java and XML
- tested the app's features and reported bugs

RIT Center For Imaging Science
Rochester, NY
Research Assistant
June 2016 to Aug. 2016
- Worked alongside physics researchers at RIT, studying galaxy morphology
- Analyzed images of galaxies and recorded their data in Excel, then graphed the data using python plotting

RIT New Student Orientation
Rochester, NY
Orientation Leader
Aug. 2018 to Sept. 2018, Aug. 2019 to Sept. 2019
- Led a group of 10 new students to help them become acquainted with their new campus
- Collaborated with the other orientation leaders to run events and train

Projects

Last.FM Time Capsule (HTML/CSS/JavaScript)
Mar. 2019 to Apr. 2019
Created a web application that reads in the Last.FM API, displaying the user's monthly top tracks.

Hang Time for Wild MAGIC Game Jam (C++/Unreal)
Oct. 2019 to Oct. 2019
Game created with 3 friends in Unreal, where the user must dimension shift in order to escape enemies, but the power can only be used sparingly. Worked on the VFX and level design.

Asteroids (C#/Unity)
Jan. 2019 to Mar. 2019
Asteroids game created using C# in Visual Studio and Unity. Based on the classic Atari game Asteroids but with multiple levels and a story.

Larger Than Life Piano (C++/C#)
Jan. 2019 to Apr. 2019
Learned how to code an Arduino and use C# to read the Arduiuo's input to create a large capactive-sensor floor piano for ImagineRIT.

Activities

Fowl Play - Sketch Comedy
As E-Board Secretary (May 2018 - Present):
- Created programs for shows and weekly slides with announcements
- Took attendance with Google Forms and Google Sheets

House of General Science
As Vice President (May 2018 - March 2019):
- Manage 10 committee heads, who do various things such as run social events, promote the floor, and stay connected with the College of Science
- Run weekly floor meetings and ensure all members are meeting community service and cleaning requirements

No Voice Zone

Volunteering

FIRST Robotics · Event Volunteer
Aug. 2012 to Present
Various Locations
- As a high schooler, volunteered at various middle school First Lego League events, titles included Announcer, Scorekeeper, and Team Queuer
- As a college student, volunteered at the high school events I used to participate in, doing A/V work

Relay For Life · Team Captain
June 2013 to June 2018
Webster, NY & Rochester, NY
Participated in Relay for Life every year since 2013, at either Webster Thomas High School or RIT. In 2015 and 2016, was team captain and led fundraisers at local restaurants and in our high school to raise funds for the Relay team.

Contact

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Education

Rochester Institute of Technology
Aug. 2016 to Dec. 2020
Bachelor of Science Game Design and Development 2020
GPA 3.6, Honors Program, French minor
Relevant coursework: Data Structures and Algorithms 1 and 2, Game Design and Algorithmic Problem Solving 1 and 2, Web Design and Development, 2D Animation and Asset Production, University Physics I and II, Differential Equations, Multivariable Calculus

IES Abroad
May 2018 to July 2018
Non-Degree Seeking
Studied French at IES in Paris

Skills

PROGRAMMING/SCRIPTING LANGUAGES
C#
C++
HTML
CSS
JavaScript
Java

HUMAN LANGUAGES
English
French

PROGRAMS
Microsoft Office
Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Autodesk 3DS Max
G Suite
Ableton Live
FL Studio
Unity