Brian Sandon

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Skills

- **Programming and web languages:** C#, Java, JavaScript, Node.js, HTML, CSS, C++, C
- **Other:** Visual Studios, Git, Unity, Mongo, Express.js, React

Experience

Thomson Reuters, Rochester, NY   Summer, Fall 2017
                                                                    Summer, Fall 2018

QA Intern- Investigated failed regression tests for WestlawNext (WLN) to identify the cause of failure. Manually tested new features and bug fixes in WLN and CLEAR to determine if they fulfill the given requirements and detect any unexpected behavior. Coded tests for the new automated regression test suite for CLEAR using Java and JUnit libraries.

Kodak Alaris, Rochester, NY   Summer 2016
Software Development Intern- Implemented LINQ-to-Entity queries in the Kodak Moments app to support new Kodak Moment of the Day functionality. Worked with Entity Framework and SQL.

Rochester Institute of Technology, Rochester, NY   Summer 2015
Undergraduate Researcher- Studied how differences in setting (mainly between Medieval Fantasy and Industrial Fantasy settings) affect the narrative expectations of tabletop RPG players.

Education

Rochester Institute of Technology, Rochester, NY
BS in Game Design and Development   Expected May 2019
        Dean's List Fall 2014-Present
        RIT Honors Program
        Phi Kappa Phi
        Outstanding Undergraduate Scholar Award

Relevant Coursework (current GPA=3.96):

- Discrete Math
- Physics I & II
- Object Oriented Programming I & II
- Interactive Media Design
- Mathematics of Graphical Simulation I & II
- Data Structures and Algorithms I & II
- Web Design
- Game Design and Development I & II
- Mechanics of Programming
- Rich Media Web App Development I & II
- Physical Computing and Alternative Interfaces

Projects

- Latin Square Solver(Spring 2017)
  - Developed a web app to help users create and solve Latin Square puzzles.
- Hexplore(Fall 2016)
  - A Unity3D simulation focusing on appealing movement and exploration
  - Designed and developed the movement for the player character allowing it to roll, jump, and deform in an endearing manner. Added a finite state machine weather system with snow and rain particle effects.
- SwiftSands (Spring 2015)
  - Wild-West themed RPG programmed in Monogame
  - Coordinated group communication including scheduling meetings and handling workflow.
  - Programmed GUI elements, File I/O for saving and loading the game, and the game's combat system.

Clubs and Organizations

- Crashtest Games
- Rochester Wargamer's Assoc. and Guild