CHRISTIAN G. ELIOPOULOS

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EDUCATION:
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2022
Bachelor of Science, Game Design and Development- Dean's List Fall 2018, Spring 2020

INTERNSHIPS:
HCL America- Academic Trainee (ReactJS, Java/Spring Boot)   June 2021-August 2021
- Worked in a team of 5 to design and program ReactJS front-end and Java backend that used the Google Drive API Java libraries to return files from an account's Google Drive.
- Used React components to create a multi-page app that fetches files from the backend, sorts them into folder objects, and displays them cleanly with flexbox.

Fire Entertainment- Tools Programmer (WordPress, PHP/JS)   July 2020- September 2020
- Programmed WordPress plugin that exports Divi posts to email signatures.
- Tested different email clients (particularly Mac Mail) to figure out a user-friendly way to export the post data to HTML with inline CSS correctly.

PROJECTS:
Warping Game (Unity/C#, Godot, PuzzleScript, PICO-8, PPT)   September 2019- May 2020
- Finalist in RIT IGM Showcase and RPI GameFest.
- Designed and implemented discovery-based gameplay in a collection of smaller games that link together to help articulate my experiences with awakening dreams.
- Learned a more fundamental process for making a game by using many different tools.

Talis Man (Academic, Unity/C#)   September 2020- October 2020
- Responsible for design and programming on a grid-based puzzle game in a team of four.
- Implemented 2D animations using Unity's built-in Animator and importing levels through text files. Also programmed and refined input system to work smoothly with different game states and input options.

LEADERSHIP:
President of Video Game Club at Millburn High School   October 2018- June 2018
- Worked with administration and other students each week to set up meetings.
- Helped foster an inclusive, for-fun environment at an academics-oriented school.

SKILLS:
Programming Languages: C++, C#, HTML/CSS, JavaScript, ReactJS, Lua, PHP, Python
Tools: Visual Studio, Unity, Maya, Photoshop, GitHub, After Effects, Premiere Pro, Aseprite, Game Maker Studio 1 and 2, Microsoft Office