

Christopher Huston

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SUMMARY:

RIT Graduate with background in programming seeking positions related to either programming or information technology. Familiar with coding, and roles requiring frequent collaboration and communication.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester NY – Bachelor of Science, Game Design and Development, Golisano College of Computing and Information Sciences; GPA 3.82

RELEVANT COURSEWORK:

- *Game Design and Algebra Problem Solving 1 and 2 (C#)*
- *Introduction to Interactive Media (HTML/CSS)*
- *Introduction to Game Web Tech (HTML/CSS, JavaScript)*
- *Game Design and Development 1 and 2 (C# and Unity)*
- *Data Structures and Algorithms for Games and Simulations 1 and 2 (C++)*
- *Level Design, Rich Media Web App Design 1, Foundations of Interactive Narrative*

SKILLS:

Programming Languages: C#, C++, Java , HTML/CSS, JavaScript

Tools/Software: Visual Studio, Unity, Unreal, GitHub, Perforce, MonoGame, Twine

WORK EXPERIENCE:

RIT Games and Interactive Media: Game Developer (May 2024-August 2024)

- Worked on Changeling VR, a virtual reality narrative game. Collaborated in a team in this role as a Programmer and Level Designer. Involved constant communications and collaboration, testing, and problem solving within the development period. (Rochester, NY/Remote).

iD Tech: Online Instructor (May 2022 – January 2023, May 2023 – August 2023)

- Instructed courses as an Online Instructor in programming and game design that included courses in C#, Unity, Java, and other software; Included working as support for other instructors, and troubleshooting certain technical issues for students. (Campbell, CA/Remote).

International Ivy Virtual Camp: Online Instructor (June 2020 – August 2020, June 2021 – August 2021)

- Instructed various courses for the camp as an Online Instructor, including Video Game Creation, and Java programming; Included troubleshooting technical issues for students. (Summit, NJ/Remote).

ACADEMIC PROJECTS:

Agent 404 (Academic Project, March 2023)

- Collaborated in a team of four to create a 2D endless runner using Unity, and C# Scripts; Programmed player jumping functionality, game states, scoring, and sound framework for the game.

Tower Climb (Academic Project, December 2020)

- Created a 2D tile-based web page puzzle game using HTML, CSS, JavaScript, and Browser DOM; Programmed all functionality of the game/webpage and created sprites and sounds (With GIMP and Bfxr).

HONORS/CERTIFICATIONS:

- RIT Dean's List – Received for all terms between Fall 2019 and Spring 2023.
- Coursera Certifications: "C# for .NET Developers" (March 2025), "Backend Development Using ASP.NET" (April 2025), "Microservices and Deployment using ASP.Net" (April 2025).