Chad Karon

Game Designer/Web Developer

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EDUCATION

Rochester Institute of Technology, Rochester, NY— *BS in Game Design and Development*

August 2012 - December 2016

Brookdale Community College, Lincroft, NJ

EXPERIENCE

Achieve3000, Red Bank, NJ— *Desktop Support Technician*

May 2020 - Present

Support and troubleshoot issues with various hardware and software for the Achieve300 and its internal employees. Make use of Windows Active Directory and Powershell to add or edit users. Manage and support user's accounts in programs and program suites like Office365, Zoom, Ring Central, Adobe, CrashPlan etc. Manage and support user accounts in services like Verizon and Cisco Meraki. Make use of ticketing and issue tracking software like Salesforce and Jira.

Achieve3000, Red Bank, NJ— Manual *Rostering Specialist*

November 2017 - May 2020(Temp from June 2017 to November 2017 through Spherion)

Work in a team of specialists with the manual rostering of students within the program. Used tools like Microsoft Office and Salesforce to communicate with customers and upload student data to a database. Created various Excel scripts to help with day to day tasks. Assists the ESR tableau team with reports distribution.

My Box Gaming LLC, Henderson, NV— *Software Programmer*

July 2016 - October 2016

Developed a prototype for a new casino game using the Phaser framework, Node.js, MongoDB and Websockets

OBJECTIVE

To acquire a full-time position at a tech based company.

Willing to relocate

SKILLS

Excel

Salesforce

Active Directory

Websockets

Git

Heroku

Adobe Photoshop

Autodesk Maya

Phaser

Node.js

MongoDB

LANGUAGES

Javascript

HTML

JSON

CSS

Take It Or Leave It — *Tournament style casino card game*

A card game based on poker. I created the initial prototype, more specifically, I created a very basic back end with a database, created the initial main game loop as well as game states and menus. – tioli.herokuapp.com

Bloxeo — *Idea brainstorming web app*

For an entire semester, my contribution was in back-end server development along with 5 others as a part of a larger team of 21 students. The server was created using Node.js, Express, Mongoose/MongoDB, Socket.io, Redis and Heroku

Chuters— *Casual Game*

An endless game where the player has to land a soldier on a target without getting shot by tanks. In a team of two, my contribution was mostly gameplay regarding the tanks and the landing zone as well as programming the animations to play from a spritesheet.