Chad Karon

Game Designer/Web Developer

EDUCATION

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

August 2012 - December 2016

Brookdale Community College, Lincroft, NJ

EXPERIENCE

Kestee Corporation, Monroe, NJ— Assistant Game Developer

December 2016 - PRESENT

Working with Co-Founder to develop, design and launch a monetized game app for Android, IOS and Windows mobile devices

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

Oatka Media, Rochester, NY— Programmer

October 2014 - October 2015

Converted an HTML5 website into an app for mobile devices using PhoneGap. Also worked on a game using HTML, Javascript and Phaser

PROJECTS

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/Mongo, 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 was programming the animations to play from a spritesheet

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bit.ly/karonPortfolio github.com/ckaron0912

OBJECTIVE

To acquire a full-time position as a game or web developer

SKILLS

Node.js

Phaser

MongoDB

Unity

Websockets

Git

Visual Studio

Microsoft Office

Adobe Photoshop

Autodesk Maya

LANGUAGES

Javascript

C#

C++

HTML

JSON

Swift

CSS