Chad Karon

Game Designer/Web Developer

Rumson, NJ (310) 429-3841 ckaron0912@gmail.com bit.ly/karonPortfolio

EDUCATION

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

August 2012 - December 2016

Brookdale Community College, Lincroft, NJ

EXPERIENCE

Achieve3000, Lakewood, NJ— Manual Rostering Specialist

November 2017 - Present (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 an initial prototype for a new casino game (Take It or Leave It) using the Phaser framework, Node.js, MongoDB and Websockets

PROJECTS

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 was programming the animations to play from a spritesheet.

OBJECTIVE

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

Willing to relocate

SKILLS

Excel

Salesforce

Websockets

Git

Heroku

Adobe Photoshop

Autodesk Maya

Phaser

Node.js

MongoDB

LANGUAGES

Javascript

HTML

ISON

CSS