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, Lakewood, NJ— Manual *Rostering Specialist*

June 2017 - Present

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.

Kestee Corporation, Monroe, NJ— *Assistant Game Developer*

December 2016 - Present(When available, for equity)

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 (Extra Help given when available)

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

OBJECTIVE

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

Willing to relocate

SKILLS

Phaser

Websockets

Git

Heroku

MongoDB

Unity

Node.js

Adobe Photoshop

Autodesk Maya

Salesforce

Excel

LANGUAGES

Javascript

HTML

JSON

CSS

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.