

Donald Pelcher

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<http://donaldpelcher.me/portfolio/index.shtml>

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

2020

Bachelor of Science in Applied Arts and Science, School of Individualized Study

Minor: History

Related Courses: 3-D Animation, Web Design & Implementation, Rich Media Web Development I, Game Design & Development, Interactive Design and Algebra Problem Solving, III and Interaction, Immersion and the Media Interface

SKILLS

Programming Languages: HTML, CSS, C#, JavaScript, Processing

Software Programs: Maya, Unity, Photoshop, Illustrator, Visual Studio

PROJECTS

Oblique, New Media Team Project

January–May 2018

- Collaborate with a team of 4 designers and two developers to create a game using abstract controllers to navigate a spaceship through a track with obstacles
- Program code in C# and Unity to control left, right and forward movements as well as the shooting mechanics
- Troubleshoot technical problems and organized Github for version control

3-D Pirate Models, 3-D Animation

April 2017

- Used Maya to create models for a collaborative scene
- Created textures for 3-D models using Photoshop

Pokémon Basics Website, Web Design & Implementation I

October 2015

- Created a website using HTML and CSS to educate beginners on basic facts of Pokémon's world
- Developed color scheme in CSS to match the Pokémon franchise logo
- Incorporated graphics in the form of images to enhance the user's experience

World Build, personal project

October 2016 – present

- Uses RPG Maker MV to create game recreationally

WORK EXPERIENCE

Goodwill

July 2016 – August 2016

Intern

Rochester, NY

- Organized incoming donations by sorting, cleaning and pricing
- Sorted, stocked and cleared shelves to help sell donated inventory