

# 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