**Donald Pelcher**

|  |  |
| --- | --- |
| 32 Joanne Dr., Rochester, NY 14616 | (585) 629-9412 | dap4092@rit.edu  http://donaldpelcher.me/portfolio/index.shtml |  |

**EDUCATION**

**Rochester Institute of Technology (RIT),** Rochester, NY Expected 2019

*Bachelor of Science, New Media Interactive Development*

*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 ProjectJanuary–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 Githib 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 HMTL 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 projectOctober 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