

David Patch

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Objective

Seeking a software development co-op using programming skills in C++, C#, or a similar language.

Available May 2021 – August 2021.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2022

Bachelor of Science, Game Design and Development

Master of Science, Game Design and Development

GPA: 3.87

Related Courses: Data Structures & Algorithms in C++, Algorithmic Problem Solving in C#,
Engineering of Software Subsystems, Software Process and Project Management

Skills

Programming Languages: C#, C++, Java

Tools: Git, Visual Studio, Unity, FMOD

Other: Experience with Agile development methods, juggling, positive mentality

Projects

Touchdown 7000 (Global Game Jam 2021)

29-31 January 2021

- Game created for the 2021 Global Game Jam with fellow graduate students using Unity.
- Teams were given a single weekend to create a game from the theme "lost and found."
- I implemented all sounds using FMOD and assisted with the overall design.

Mirage (graduate class project)

September-October 2020

- Group project for *Game Development Processes* graduate course and created in Unity.
- Made with the intent to spread awareness of schizophrenia and its common symptoms.
- I implemented all the sounds using FMOD for the game and assisted with puzzle design and development.

Two Gnomes in a Trenchcoat (studio project)

September-December 2019

- Partner project for *Experimental Gameplay Research Studio* course and created in Unity.
- A cooperative game with no visuals - all stimuli are sounds.

Work Experience

Application Development Associate Analyst - Cigna

June-October 2020

- Contributed to the Application Development job family in a support and development capacity.
- Utilized Oracle APEX to create applications and modify existing ones.
- Learned and used PL SQL in conjunction with APEX to read and modify databases.

Activities and Interests

• **RIT Pep Band - Conductor (2019-2020)**

September 2017-present

• Game Symphony Orchestra, RIT Concert Band

September 2017-present

• Dr. Munson's Performing Arts Challenge Finalist

31 January 2020

• Juggling

September 2019-present