

# David Patch

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## Objective

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Seeking a software development co-op or full-time position using programming skills in C#, C++, or a similar language. Available immediately and willing to relocate (US citizen with passport).

## Education

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**Rochester Institute of Technology (RIT)**, Rochester, NY Graduated May 2022

Bachelor of Science, Game Design and Development (*summa cum laude*)

Master of Science, Game Design and Development

Minors in Software Engineering and Music Technology

## Skills

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**Programming Languages:** C#, C++, Java

**Tools:** GitHub, Visual Studio, Trello, FMOD, Unity

## Projects

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**Through the Lens** (capstone project in Unity) August 2021-May 2022

- Designed project architecture.
- Wrote gameplay scripts using C# in Visual Studio.
- Assisted in level design.
- Led sound design and implementation using Reaper and FMOD.

**Two Gnomes in a Trenchcoat** (studio project in Unity) September-December 2019

- Partner project for *Experimental Gameplay Research Studio* course using no visuals for gameplay.
- Wrote scripts for game logic and level events.
- Recorded and mixed, and implemented game audio.

## Work Experience

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**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

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- RIT Pep Band - Conductor (2019-20) September 2017-May 2022
- Dr. Munson's Performing Arts Challenge Finalist 31 January 2020