

David Patch

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Objective

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

Education

Rochester Institute of Technology (RIT), Rochester, NY

May 2022

Bachelor of Science, Game Design and Development

Master of Science, Game Design and Development

GPA: 3.8

Minors in Software Engineering and Music Technology

Skills

Programming Languages: C#, C++, Java

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

Projects

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

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 (2019-20)
- Dr. Munson's Performing Arts Challenge Finalist

September 2017-May 2022

31 January 2020