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. Available immediately and willing to relocate (US citizen with passport).

Education

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

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)   September 2017-May 2022
- Dr. Munson's Performing Arts Challenge Finalist   31 January 2020