Edward (Ed) E. Opich III
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OBJECTIVE: To gain co-op education as a software developer. Available from June to August 2017.

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, expected May 2019

GPA 3.5

Honors and Awards:

- Dean's List Fall 2015, Spring 2016
- RIT Presidential Scholarship

PROJECTS:

Apocalyptic Pizza Dash

- An arcade-style beat-em-up video game with scaling difficulty based on game-length. Tasks included programming collision between entities, setting up the code architecture, building a level design tool, and programming animation functionality. Done in C# using MonoGame, developed from 1/31/16 to 5/15/16.

Homestuck Strife-a-thon

- A fangame crossover that takes elements from the webcomic "Homestuck" and puts them into a Super Smash Bros. inspired engine. In development since 4/13/16. Tasks include creating assets, designing levels, implementing video settings, and custom controls, in addition to the tasks done in the above game. Done in C++, using Allegro 5.

UnderRacer

- A fangame crossover that takes the characters from indie hit "Undertale" and puts them into a mascot racer type game. In development since 5/2/16. Tasks include programming cutscenes and bugfixes. Done in Game Maker 8. Joined team 8/25/16.

RELATED COURSES:

- Game Development and Algorithmic Programming II
- 2D Animation and Asset Production
- College Physics I
- Math Graphical Simulation I

SKILLS:

- Programming Languages: C++, C#, GML
- Other Computer Languages: HTML5, CSS
- Software: Microsoft Excel, Sony Vegas, Audacity, Unity, Autodesk Maya 2016, Game Maker 8, Visual Studio 2015, Github Desktop, Microsoft Office, Photoshop

EXPERIENCE:

Grace Watson Hall   Rochester, NY

Student Worker   September 2015 - December 2015

- Performed various tasks assigned by the Manager; examples included serving, cooking, and cleaning