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**OBJECTIVE:** To gain co-op education as a web developer. Available from January to August 2019.

**EDUCATION:**

Rochester Institute of Technology, Rochester, NY  
Bachelor of Science in Game Design and Development, expected May 2019  
GPA 3.59

Honors and Awards:

- Dean's List Fall 2015, Spring 2016, Spring 2017, Fall 2017
- RIT Presidential Scholarship

**PROJECTS:**

Odyssey

- A birds-eye sci-fi shooter action game with an emphasis on story and choice. Placed second in the Student category of the 2018 NYS Game Dev Challenge. Tasks included programming a save system, and the functionality of various game objects. Made in Unity using C#, joined the project 12/9/17. Currently in development.

Let's Play Finder

- A web app that allows users to look up video games using the GiantBomb API, and then use the Youtube Data API to find a Let's Play video of said game. Tasks included communicating with external APIs, parsing response data into viewable content, and error handling. Developed in Javascript, during the spring of 2018.

Bass Guitar Visualizer

- An audio visualizer themed after a bass guitar. Tasks included handling and displaying waveform and frequency data, design work, and writing raster distortion effects. Developed in Javascript, using Canvas and Web Audio, during the spring of 2018.

**RELATED COURSES:**

- Rich Media Web Application Development I
- Web Design and Implementation
- Data Structures and Algorithms, Games, and Simulation II
- Math Graphical Simulation II

**SKILLS:**

- Programming Languages: C++, C#
- Other Computer Languages: HTML5, CSS, Javascript
- Software: Microsoft Excel, Audacity, Unity, Autodesk Maya 2016, Visual Studio 2015, Microsoft Office, Photoshop

**EXPERIENCE:**

RIT (Incubator program at MAGIC)  
General Game Developer

Rochester, NY  
June 2018 – August 2018

- Designed, implemented, and iterated on UI systems, AI, level layouts, and various game mechanics.