

Edward (Ed) E. Opich III  
<https://edwardOpich3.github.io>  
5461 South Livonia Road, Conesus, NY 14435  
585-203-2261, [edwardOpich3@gmail.com](mailto:edwardOpich3@gmail.com)

**OBJECTIVE:** To gain co-op education as a software 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
- 2018 NYS Game Dev Challenge (Odyssey, Student category, Second place)

**PROJECTS:**

Odyssey

- A birds-eye sci-fi shooter action game with an emphasis on story and choice. Tasks included design, implementation, and iteration of UI, levels, AI, and game mechanics. 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 Let's Play videos using the Giant Bomb and Youtube APIs in conjunction. Tasks included UI design, communicating with APIs via AJAX, and handling response data. Developed in Javascript, during the spring of 2018.

Bass Guitar Visualizer

- An audio visualizer themed after a bass guitar. Tasks included handling and displaying audio data, UI design, and implementing post-processing graphical 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:**

- Computer Languages: C++, C#, HTML5, CSS, Javascript / Node.js
- Software: Audacity, Unity, Maya, Visual Studio, Photoshop

**EXPERIENCE:**

RIT (Incubator program at MAGIC)

General Game Developer

Rochester, NY

June 2018 – August 2018

- Worked on Odyssey full time. Used skills listed above in addition to helping with project management.