

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

OBJECTIVE: To gain co-op education as a software developer. Available for co-op from August 2018 until May 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, Game Maker 8, Visual Studio 2015, Microsoft Office, Photoshop

EXPERIENCE:

Rochester Institute of Technology	Rochester, NY
Student Worker (Gracie's)	September 2015 - December 2015
<ul style="list-style-type: none">• Performed various tasks assigned by the Manager; examples included serving, cooking, and cleaning	