

# Ian Moon

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**Objective:** Seeking an entry-level programming position

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## Education

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### Rochester Institute of Technology

Bachelor of Science in Game Design and Development  
August 2015 - May 2019, Rochester NY

**GPA:** 3.62

**Selected Courses:** Game Development and Algorithmic Problem Solving I & II, Math Graphical Simulation I & II, Web Design and Development, Data Structures and Algorithms I

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## Awards

Dean's List Spring Semester 2015 - 2016  
Dean's List Spring Semester 2016 - 2017  
Dean's List Fall Semester 2017 - 2018  
Dean's List Fall Semester 2018 - 2019  
Dean's List Spring Semester 2018 - 2019  
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## Experience

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### Game Designer/Programmer

#### Funkitron, Inc.

January 2018 - August 2018

**Tasks:**

- Programming levels in Lua for a matching mobile game
- Designing sets of levels showcasing interesting mechanics
- Placing landmarks, levels, and other features of a game's overworld

### Level Balance Tester

#### Funkitron, Inc.

May 2017 - January 2018, September 2018 - Present

**Tasks:**

- Ensuring game levels meet a quality threshold before release
- Assigning and managing workload

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## Projects

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### Once A Rogue

- **Team Size:** 4
- **Duration:** 11 Weeks (Spring 2016)
- **Project Type:** RPG-Roguelike
- **Software/Language:** Visual Studio and Monogame using C#
- **Role:** Enemy Design & Programming, AI Programming, Ability Design, Tool Creation, Debugging
- **Description:** A 2D role-playing game that utilizes procedurally generated content

### Decked Builder

- **Team Size:** Personal
- **Duration:** 3 Weeks (Fall 2017)
- **Project Type:** Deck Builder
- **Software/Language:** Adobe Brackets using HTML, JavaScript, CSS, NodeJS, and MongoDB
- **Description:** A site for building Magic: The Gathering decks.

### Dume Realtors

- **Team Size:** 4
- **Duration:** 10 Weeks (Spring 2017)
- **Project Type:** Card Game
- **Description:** A four player card game based on selling properties to supervillains

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## **Skills**

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### **Languages and APIs:**

- C#, JavaScript, HTML/CSS, NodeJS

### **Development Softwares:**

- Microsoft Visual Studio, Adobe Brackets, Unity 5.x, Monogame

### **Technologies:**

- Version Control (Github/SourceTree), WPF, WinForms

**References Available Upon Request**