Ian Moon

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Nichols, NY 13812

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Ian Moon's Portfolio

Objective: Seeking Summer, Fall, or Spring paid co-op/internship in an entry level programming position.

Education

Rochester Institute of Technology
Bachelor of Science in Game Design and Development
Expected May 2019, Rochester NY
GPA: 3.51
Selected Courses: Game Development and Algorithm Solving I & II, Math Graphical Simulation I & II, Web Design and Development, 3D Animation and Asset Production

Experience

Auctioneer Assistant/Home Mover
Theresa Rathke
2011 - 2015, Areas around Tioga Central, NY
Tasks:
- Preparing homes and items for auctioning
- Working within a group
- Planning work schedule and workflow
- Interacting with clients and potential buyers

Projects

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

Rock, Paper, Scissors!:
- **Team Size**: Personal
- **Duration**: Fall 2016
- **Project Type**: Artificial Intelligence and File Management
- **Software/Language**: Visual Studio and WPF using C#

Skills

Languages and APIs:
- C#, C++, Java, HTML/CSS, XNA

Development Softwares:
- Microsoft Visual Studio, Unity, Monogame, Maya

Technologies:
- Version Control (Github), WPF, WinForms, Microsoft Excel

Awards

Dean's List Spring Semester 2016