Justin Hatin

Software Developer

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Objective

To obtain a full-time software development position. Available starting in May 2017.

Education

Rochester Institute of Technology, Rochester, New York
Bachelor of Science in Game Development/Design   Expected: May 2017
Minor: History   **GPA: 3.8/4.0**

Relevant Experience

Software Developer Co-op, Fujifilm SSD, Rochester, NY   January 2016 – August 2016
- Coded and created applications and services
- Shared responsibility in the design and architecture of features
- Communicated between other developers, QA testers, and project managers
- Worked in multiple codebases
- Utilized the Agile development process

Skills

- Programming Languages By Proficiency:
  - JavaScript, HTML5, CSS3, Java, C#, C++11, Objective C, Swift, XML, SQL
- IDEs:
  - Visual Studio 2012-2015, Android Studio, Xcode
- Operating Systems: Windows 7-10, OS X 10.11
- Source Control: Microsoft Team Foundation Server, TortoiseSVN, GitHub
- Methodology: Agile
- Game Engines: Unity 3D
- APIs: OpenGL
- Other Software: Adobe Photoshop CS6, Autodesk Maya 2015
- Foreign Languages: Intermediate in German (Reading, Writing, Speaking)

Selected Project

Fujifilm SPA SDK   January 2016 – August 2016
- Helped build an Android and iOS library that developers can integrate with
- Library receives images from a calling app and initiates a checkout flow
- Users can add images to various products and perform edits
- Tackled user experience vs. performance challenges

Additional Activities/Achievements
- Named to Dean's List Fall 2013 through Fall 2015
- RIT Achievement Scholarship