Justin Neft

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Objective: To further my own skills in game design, while also crafting unique and memorable experiences for players.

Education

- **Rochester Institute of Technology (RIT), Rochester, NY**   May 2022
    - Bachelor of Science: Game Design and Development   GPA 3.8
    - Minors: German, Creative Writing
- **German B2 Language Certification**   June 2018

Work

- **Software Engineer Internship**

Skills

Programming Languages: C#, C++, Java, Python, HTML, Ruby, CSS, JavaScript, SCSS, SASS

Software: Unity, DirectX 11, DirectX 12 , Blender, Microsoft Excel, Game Maker Studio 2, Adobe Photoshop Google Analytics, Adobe Premier Pro,

Foreign Language: Fluent in German (written and verbal)

Current Projects

- *Palette Swap*   Dec 2020 – Present
    - Designer and developer for a 2D Action Platformer, developed in Game Maker Studio 2. This game features unique world-altering gameplay through changing the visuals and layouts of levels which the player will use to navigate through the world and complete the game. Itch.Io page: https://supercitrus.itch.io/palette-swap

- *Personal Graphics Engine*   Sep 2021 – Present
    - Performed self-driven research to create a custom graphics engine using DirectX12 to further my own abilities with graphics programming and technical research. Implemented basic file I/O to create different DirectX12 objects through .json files and created various post-process effects.

- *Cybersecurity Competition Visualizer*   Jan 2021 – Jan 2022
    - Developed a tool to visualize, display and explain a cybersecurity competition (namely CCDC or CPTC) using Unity Engine. Showcases data-visualization principles, C# programming skills, optimization, data formatting and streaming production skills.

- *Lost and Found Game,* **MAGIC Spell Studios for RIT**   Sep 2018 – March 2020
    - Web Developer: Maintain and edit website to stay up to date with events and products.
    - Game Designer: Write game rules, text for cards, and conduct play tests for iterative design of the game.
    - Educational card game (see https://people.rit.edu/oagigm/lostandfoundthegame/)

    - CITI Certified (Human Centered research) for work on this product   Nov 2018

Extracurricular Activities

- **Esports Club**   Sep 2018 – Feb 2018
    - Collected B-Roll footage of eSport teams for making hype videos and engaging the RIT eSports community using DSLR cameras for video capture and photography.