Kevin Idzik

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Phone number and address available by request

OBJECTIVE: To acquire a co-op/paid internship in Game Design or utilizing my software skills.

Available 2018.

EDUCATION: Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, Expected 2018

Cumulative GPA: 3.51

PROJECTS: DirectX Engine, DirectX/C++, October 2017 – December 2017

Worked with two other individuals on a DirectX graphics engine.

As a team, we are worked on implementing gameplay features before moving into

the core focus of the project, graphics programming.

Blackfeather, C#/Unity, January 2017 – May 2017

Gameplay programmer on an 8 person team with the ultimate goal of

exhibiting the game at Imagine RIT 2017.

Responsible for implementing core features of the game in an efficient manner.

Let Me Sleep!, JavaScript, April 2017

Worked as part of a two-man team on a JavaScript canvas game where players use a

slingshot to protect a sleeping sloth from falling rocks.

SKILLS: C/C++ HTML/CSS

C# Unity 5

JavaScript Visual Studio

CURRENTLY UTILIZING: Unity 5

WORK EXPERIENCE: Niagara County Parks Department, North Tonawanda, NY

Seasonal Worker, June 2016 – August 2016

Worked with other seasonal and full-time county employees to maintain the assigned park, keeping it presentable for guests.

North Tonawanda City School District, North Tonawanda, NY

Part-Time Help, July 2015 - August 2015

Worked with a small team of cleaners to ensure that the assigned

schools were cleaned and ready for students.

Bryant and Stratton College, Getzville, NY

Internship, July 2013 - August 2013

As an intern, completed a variety of office tasks. Spent two weeks in the IT department and learned about networking and maintenance

of the on-site technology.

HONORS/ACTIVITIES: Dean's List (Fall 2015, Spring 2016, Fall 2016, Spring 2017)

National Honor Society Member (2012-2014)

Honor Roll (2010 - 2014)

Academy of Business and Finance (2011 - 2014)

Youth Court (2010 - May 2014)