Kevin Idzik

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OBJECTIVE:

To acquire a co-op/paid internship in Game Design or utilizing my software skills. Available summer 2016.

EDUCATION:

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Expected 2018
Cumulative GPA: 3.28

PROJECTS:

- Worked on a team with three other people to create a simple role-playing game using MonoGame. Focused on file IO, character creation, and development of an external tool for modifying character stats.

- Created a flocking simulation in Unity. Implemented path following, leader following, and obstacle avoidance to create a more cohesive scene.

- Worked on a team with three other people to create a custom scene in Unity. Modeled and UV unwrapped 3D models in Maya, textured models using images from an online source, and exported finished assets to Unity to be placed in the scene.

WORK EXPERIENCE:

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.

SKILLS:

Visual Studio (C#, Learning C++)
HTML/CSS
Unity 5
Processing

Maya 2016
Photoshop
MonoGame
Microsoft Office

ACTIVITIES:

Academy of Business and Finance (2011 - 2014)
Football (Fall 2011, Fall 2012, Fall 2013)
Youth Court (2010 - May 2014)

HONORS AND AWARDS:

Dean's List (Fall 2015)
Scholar Athlete Team (2013 - 2014)
National Honor Society Member (2012-2014)
Honor Roll (2010 - 2014)