Ian 'Kit' Bishop

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Summary

Experienced game developer with a passion for developing useful software and games that are designed with humans in mind. Interested in creating innovative Virtual Reality applications.

Efficient, motivated, and versatile with excellent organizational and research skills. Released multiple Game Jam level games.

Skills

- **Computer Languages:** C#, Python, C++, Typescript, Javascript, Java, Go
- **Software:** Git, Unity3D, Blender, Visual Studio, Microsoft Excel, Angular 5
- **Software Development:** Agile, Game Design, Software Engineering, Unix, Machine learning

Education

Florida Polytechnic University   Graduated 2017
College of Innovation and Technology
BS, Computer Science, GPA: 3.68

Experience

XRTerra XR developer bootcamp course.   February 2021
Lead a team to create an innovative XR prototype for RYOT Studios.

Finra Software Development Engineer in Test.   2018 - 2020
First contracting with Revature, then full time with Finra.
Created professionally-used Java and Typescript internal applications in a team using Agile methodology.

Florida Polytechnic Teacher Assistant and Student Researcher   Fall 2017
Programmer.
Researched incentive mechanisms for mobile Crowd Sensing with reverse auction dynamics. Tutored other students.