

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 skills and a love of learning. Released multiple Game Jam 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
College of Innovation and Technology
BS, Computer Science, GPA: 3.68

Graduated
2017

Experience

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

February
2021

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

2018 - 2020

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

Fall 2017