Robin Doirin

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A motivated, self starting developer seeking to launch a career in game development and software engineering. Has 3 years of game development and 5 years of full stack web development. Looking to further career in game development and software development.

EXPERIENCE

Immigrant Social Services, New York City, NY— *S.T.E.M Coordinator*

March 2017 - June 2020

Maintain a safe and engaging classroom setting for students

Ensuring the best academic support to all students

Creating S.T.E.M lesson plans for all grades for 3 sites/locations

Trained various group leaders to conduct S.T.E.M lessons at 3 sites/locations

Interacted with all levels within the organization

Assisted site director for coaching Lego Robotics and Lego Robotics Junior (FIRST Lego League)

Maintaining an open and honest professional relationship with parents and partners

AMTIL INC, Remote— *Unity Developer*

November 2019 - Present

Worked with the Education Team to create interactive workshops to help aid users in their learning process, ensuring a smooth user experience.

Created complex animations for video lectures using Unity.

Prototyped new interactions and features with an eye toward intuitive usability and innovative design

Kept up to date with the latest technologies and processes, using this knowledge to contribute to the team development and growth.

Designed/documented process and procedures required for moving prototypes to production environments.

Collaborated with a team of developers to contribute to crucial design decisions and conversations on multiple projects.

SKILLS

Analytical Skills

Written and Oral Communication

Detail–Oriented

Teamwork

Time Management

LANGUAGES

Ruby

Ruby on Rails

MySQL3

C#

JavaScript

HTML5

CSS

Visual Scripting

CERTIFICATIONS

C# Programming and Unity Game Development

Skills

Software Experience: Visual Studio, Visual Studio Code

Languages: Ruby, Ruby on Rails, C#, Javascript

Misc: Several years of familiarity using the Unity Engine and Version Control.

Gameplay Programming: Creation and implementation of development tools and converting storyboards into conceptual animations and prototypes.

Other: Have experience working on teams of up to ten, with web developers, UI/UX developers, and the educational team, on month long projects taking on roles as designer and producer in addition to programming.

EDUCATION

East New York Transit Technical High School, Brooklyn NY— *High School Diploma*

Graduation Date: June 2014

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Queensborough Community College, Queens NY— *Associates in Mathematics & Computer Science*
Attended From Fall 2016 - Fall 2017