Liam James **Middlebrook**	liammiddlebrook@gmail.com github: liam-middlebrook

Skills	Programming Languages	Libraries and Frameworks	Development Tools
	C# (6 yrs.)	.NET (4.0 - 4.5)	Visual Studio (2010 - 2015)
	C++ (1 yr.)	XNA (4.0 - 4.0 Refresh)	Unity 3D 4.x
	GLSL (Familiar)	Modern OpenGL (3.3+)	Git
	Python (Familiar)		GCC

Projects

Russian Chicken Inspector
Created for Global Game Jam 2014 using C# and XNA. I worked on the Procedural Texture Generation, Menu System, and various Gameplay aspects.
`https://github.com/liam-middlebrook/Russian-Chicken-Inspector`

MINX - C++ Game Development Framework
Started in July 2013. As the Lead Developer on MINX I worked on implementing the graphics subsystem and the API frontend.
`https://github.com/GearChicken/MINX`

Work Experience

MAGIC Research Fellow   March 2014 - Present
- Worked on blockytalky
- Implemented Servo Motor Block
- Co-Implemented Remote Control Interface

Kids On Campus Instructor   July 2014 - August 2014
- Worked with students from grades 9 - 12
- Taught students how to create games in the Unity3D engine
- Taught syntax and style guidelines for C#

Kids On Campus Assistant Instructor   July 2012 - August 2013
- Assisted in teaching C# and XNA to students from grades 9 - 12
- The students were introduced to basic object oriented programming and game development concepts
- Helped more advanced students integrate the Microsoft Kinect into their games

Education

Rochester Institute of Technology   September 2010 - Present

    Project Lead the Way   *September 2010 - June 2013*

    Game Design and Development   *3.7 GPA*   *August 2013 - Present*

References   *Available on Request*