Liam	James
Midd	lebrook

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## Skills

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

- $\bullet$  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

- $\bullet$  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