

**Liam James Middlebrook**      liammiddlebrook@gmail.com  
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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

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- Projects**
- Splattershmup*
- Lead Effects Programmer
  - Splattershmup is a Shoot 'Em Up Game Built in Unity, the Player Leaves Behind a Trail of Paint as they Play Creating Jackson Pollock Styled Paintings
  - Designed and Implemented Paint Effects System
- ofCourse*
- Course Website Framework Powered by Python and Flask
  - Released Under the Apache2 License
  - <https://github.com/ryansb/ofCourse>
- Russian Chicken Inspector*
- Worked On:
    - Procedural Texture Generation
    - Menu System
  - <https://github.com/GearChicken/MINX>
- MINX - C++ Game Development Framework*
- Started in July 2013
  - Lead Developer
  - Implemented:
    - Sprite Batching System for 2D Textures
    - API Frontend for Gameplay Developers
  - <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

- 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