

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

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**
- Splattershmup*
- Lead Effects Programmer
 - Splattershmup is a shoot 'em up game in Unity, the player leaves behind a trail of paint as they play
 - Creating Jackson Pollock Styled Paintings
 - Designed and Implemented Paint Effects System
- 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
 - 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