

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

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

- Co-Contributor
- 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
- 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