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)		

Projects

Splattershmup
Splattershmup is a Shoot 'Em Up game built in Unity3D. In Splattershmup the player leaves a trail of paint as they play resulting in images that resemble Jackson Pollock's paintings. I was the lead effects programmer on Splattershmup. I designed and implemented the paint system.

OfCourse
OfCourse is a course website framework that was written in Python using the Flask library. OfCourse is currently being used in RIT's Humanitarian Free and Open Source Software Culture Course. OfCourse is part of the FOSS@RIT program which is sponsored by RedHat.
OfCourse can be found at `https://github.com/ryansb/ofcourse`.

Russian Chicken Inspector
Russian Chicken Inspector is a game created during Global Game Jam 2014. In Russian Chicken Inspector you go around the world with the goal of collecting as many eggs as possible. All of the textures used in Russian Chicken Inspector are procedurally generated on runtime.
Russian Chicken Inspector can be found online at
`https://github.com/liam-middlebrook/Russian-Chicken-Inspector`

MINX
MINX is a C++ Game Development Framework. MINX makes it easier to create 2D games in C++ using an API that is similar to Microsoft's XNA Framework. MINX currently runs on Windows and Linux. I created the graphical backend for MINX and designed the API endpoints.
MINX can be found online on `https://github.com/GearChicken/MINX`

Work Experience

MAGIC Research Fellow
March 2014 - Present
Worked on BlockyTalky. I implmented the Servo Motor Block and assisted in implementing an interface for remotely controlling the BlockyTalky through a webapp.

Kids On Campus Instructor
July 2014 - August 2014
Worked with students from grades 9 - 12. Over the course of two weeks each session of campers learned how to use the Unity3D engine. The campers were taught how to create scripts for Unity in C#.

Kids On Campus Assistant Instructor
July 2012 - August 2013
Assisted in teaching students from grades 9 - 12 how to create games. They used Microsoft's XNA Framework in C# and learned about different Object Oriented Programming Concepts.

Education

Rochester Institute of Technology — August 2013 - Present

Game Design and Development — 3.7 GPA

References

Available on Request