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)		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
- 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