

Michael C. Eaton

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY (RIT), Rochester NY

Bachelor of Science, Game Design and Development

Current Dean's List Member

Expected 05/2025

GPA 3.85

MONROE COMMUNITY COLLEGE (MCC), Rochester NY

Associates of Science, Computer Science

12/2022

GPA 3.1

RELATED SKILLS

PROGRAMMING LANGUAGES: C#, C++, Java, C, HTML, CSS, JavaScript, Python

TOOLS: Visual Studio, Unity, IntelliJ, Git, Blender, Photoshop, Maya, Godot

PROFESSIONAL EXPERIENCE

COLBEY TECHNOLOGIES, Fairport NY – *Computer Technician*

06/2014 – 08/2022

handled customer service, mostly computer repair for individuals and on-site installations for local businesses.

Built and maintained a basic website for the business.

FAIRPORT SCHOOL DISTRICT, Fairport NY – *Student Intern*

02/2011 – 06/2012

Worked under a teacher while in my final year of high school building websites for using CSS and HTML 4.

UNIVERSITY OF ROCHESTER, Rochester NY – *IT Intern*

06/2011 – 09/2011

Basic web maintenance and updating, also worked with android app development.

PROJECTS

EXPERIMENT K-9 (Academic/Personal)

09-12/2023

Built a 3D puzzle game in Unity with a team of 5. As the primary programmer I built every major system and mechanic using C#. I also managed the repository and handled pull requests and code reviews.

AUDIO VISUALIZER (Academic)

02/2024

An audio visualizer that uses web audio and canvas APIs to analyze frequency, waveform, and detect beats to create a unique visual experience.

POE PRICE OF CONVENIENCE (Academic)

11/2023

A small website that uses REST API and CORS proxy to pull data from multiple sources, compare it, and display it on a webpage. Primarily built in JavaScript with a HTML and CSS frontend.

GARDENVILLE (Academic/Personal)

12/2023

Solo project building a game in JavaScript. A farming simulator game using the PIXI.JS framework fully in JavaScript built over a two-week period.