

Objective

Seeking a co-op in the game design and development industry using programming skills in C#
Available summer 2022

Education

Rochester Institute of Technology (RIT), Rochester, NY Expected May 2024
Bachelor of Science in Game Design and Development, GPA 3.6

Skills

Programming Languages: C#, Java
Tools: Visual Studio 2019, Git

Projects

Life Finds a Way (Academic Project) June 2021

- Created a C# 2D platformer in a team of 4
- Implemented the player controls, player physics, and level design
- Used Discord to keep track of tasks
- <https://cajunwildcat.itch.io/life-finds-a-way>

Make My Day (Personal Project) July 2021

- Created a 2D puzzle-platformer during a 7-day game jam by myself; the player moves and jumps around to give people hugs
- Built the entire game from the ground up
- <https://beep-boop125.itch.io/make-my-day>

Work Experience

Duck Donuts – Donut Maker December 2020 - Present

- Provided exceptional customer service in a timely manner
- Ensured the toppings and supplies were fully stocked
- Maintaining a surplus supply of donuts
- Worked as a part of a team and filled in whenever necessary
- Ensure things run smoothly throughout the day

Target Corporation – Sales Associate November 2018 - March 2020

- Assisted guests with location information and details to ensure a positive experience
- Maintained stock and security on electronic items

4-H Teen Council Snack Bar – Teen Manager Summers July 2017 – July 2020

- Managed a team of 3 peers to ensure that every shift was fully staffed
- Trained all volunteers on their given roles and made sure they received proper breaks
- Keep food stocked at all times
- Ensure things run smoothly throughout the course of the day
- Maintain an energetic atmosphere that volunteers will want to come back to