

Michael Santos

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Objective

Pursuing an internship or co-op in the field of game design and development incorporating strong programming skills in C#, C++, HTML, CSS, or JavaScript. Available May 2020 – August 2021.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2022

Bachelor of Science, Game Design and Development

GPA: 3.57

Related Courses: Intro to Game Web Tech (HTML/CSS/JavaScript), Interactive Media Development (C#), Data Structures and Algorithmic Games and Simulation I (C/C++)

Skills

Programming Languages: C#, C++, HTML, CSS, JavaScript

Tools: Visual Studio 2019, Git, Unity, Maya

Projects

Cursed Ichor (Academic Project)

February 2019 – May 2019

- Created a 2D side scrolling hack and slash game in a team of 5 and implemented card mechanics to activate skills giving the user a complete experience, all using C# concepts
- Fixed problems with the game's level editor and card deck builder feature along with modifying the attack and movement features of the character
- Handled documentation and tasks, as well as version control using Git

Chutes and Ladders (Personal Project)

April 2020 - Present

- Creating a command line version of chutes and ladders using C++ principles
- Allowing the user to pick the number of players, player type (human or AI), and set info for each player such as name and age
- Utilizing an efficient method to run through the game and modify a player's board positions and run through the game.

Work Experience

Fisher Auto Parts

July 2018 – January 2020

Parts Delivery/Cashier

Rome, NY

- Provided exceptional customer service and public relations by answering phones immediately and delivering parts in a timely manner
- Mastered the system utilized to look up parts to provide the most efficient experience possible for the customer