

Robert D. Reddick

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OBJECTIVE:

To obtain a Game Development or Software Engineering co-op utilizing strong programming skills in C#. Available between May 2021 – August 2021.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2023

Bachelor of Science, Game Design and Development

GPA: 3.68; Dean's List

Relevant Coursework: Interactive Media Development (C#), Intro to Game Web Tech (HTML, CSS, JavaScript)

SKILLS:

Computer Languages: C#, Java, JavaScript, HTML, CSS

Game Engines/Frameworks: Unity, Monogame

Tools: Visual Studio Code, Visual Studio 2019, Maya, Photoshop CC

PROJECTS:

Inverse Dungeon (Academic Project):

January – May 2020

- Collaborated among a team of four students to create a video game using C# in the Monogame framework
- Designed and programmed the gameplay mechanics, AI used for enemies, and enemy pickups by keeping track of user input and the different game states for the player and hero, and then acting accordingly.

Radioactive Run (Personal Project):

December 2020 – January 2021

- Worked during personal time to create a 2D Platformer video game on a webpage using Javascript and PixiJS; the player avoids obstacles as they attempt to escape a wave of radiation.
- Developed all 2D assets, created 7 levels, and implemented all gameplay aspects such as collisions, enemies, player mechanics, and level scrolling.

WORK EXPERIENCE:

- Multi-purpose Worker; RIT Dining Commons

January 2020 – February 2021

- Personal Shopper; Walmart

June - August 2020