

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.

Skills:

Programming Languages: C#, JavaScript, HTML/CSS, Java

Game Engines/Frameworks: Unity, Monogame

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

Education:

RIT Student in the Game Design and Development Program

Expected to Graduate: May 2023

Current GPA: 3.77

Brockport High School, Brockport NY

Graduated: 2019

Advanced Designation Regents Diploma with Honors

Projects:

Inverse Dungeon (Academic Project):

January – May 2020

- Collaboration among a team of four students to create a video game using C# in the Monogame framework
- Designed and programmed the gameplay mechanics
- Designed and programmed the AI used for enemies
- Designed and programmed enemy pick ups

Work Experience:

RIT Dining Commons: Grill Server, Dishwasher, Grill Cook, Pizza Cook, Entrée Server, Sub shop, Pizza Server, Host

January – November 2020

Personal Shopper at Walmart

June - August 2020

Unpaid experience through volunteer work

September 2015 – June 2019