Robert D. Reddick

(585) 472-1123 | rdr8959@rit.edu

https://people.rit.edu/rdr8959/portfolio/

OBJECTIVE:
To obtain a game development co-op utilizing strong programming skills in C#. Available May 2022 – August 2022.

EDUCATION:
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2023
Bachelor of Science, Game Design and Development   **GPA: 3.71; Dean's List**
Relevant Coursework: Interactive Media Development (C#), Intro to Game Web Tech (HTML, CSS, JavaScript), Data Structures and Algorithms for Games and Sims 2 (C++)

SKILLS:
Computer Languages: C++, 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):   5 Months
- Collaborated among a team of four students to create a 2D platformer game using C# in the MonoGame framework.
- Designed and programmed the gameplay mechanics such as player movement, controls, player attacking, and spawning enemies, AI used for enemies and enemy pickups.
- Maintained good communication between the team to make sure tasks were being completed via Discord and a Trello board which helped lead to the project receiving an A.
- Collaborated across different time zones, due to the pandemic, as one of the team members lived in Asia requiring the team to compromise proper meeting times.

Pharaoh's Bounty (Personal Project):   Present
- Organized and led a team of seven students to begin development on a 3D action-adventure game using C# in the Unity Engine.
- Programmed the third-person camera functions as well as the gameplay mechanics for the player such as movement and attacking.
- Designed the original game document (GDD) in a class heavily focused on game design and received an A on the assignment.
- Maintaining good communication with the team and make sure tasks are being completed via Discord and a Trello board to organize progress.

WORK EXPERIENCE:
Multi-purpose Worker; RIT Dining Commons   1.5 Years
- Fulfilled a variety of roles including food prep, customer service, and managing student employees to ensure all shifts and stations were covered.

Teaching Assistant/Grader, RIT   Present
- Serve as a TA for a C++ programming class. Attend all class sessions, hold one-on-one office hours to teach difficult concepts to my peers, and grade assignments for three class sections.