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)   Expected May 2023
Bachelor of Science, Game Design and Development   **GPA: 3.71; Dean's List Since Fall 2019**
Relevant Coursework: Interactive Media Development, Intro to Game Web Tech, Data Structures and Algorithms for Games and Sims 2

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:

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 utilizing component-based scripting and Unity prefabs to allow the player to move in the world, look around in third-person, and indicate when an attack is in progress.
- Currently developing a system for different challenges that the player may encounter during the game using a variety of prefabs and scripts dependent on the challenge type. Each encounter will have its own unique implementations such as enemy AI that the player can fight for combat and different environmental interactions for puzzles such as buttons and block pushing.
- Designed the original game design document (GDD) in a class heavily focused on game design and received an A on the assignment.
- Leading the team by taking initiative to check on current state of the project and making sure tasks are being completed via Discord and a Trello board to organize progress.

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.
- Programmed the gameplay mechanics such as player movement, controls, player attacking, and spawning enemies, AI used for enemies and enemy pickups utilizing Object Oriented Principles.
- Maintained good communication between the team to make sure tasks were being completed which helped lead to the project receiving an A. Had to work 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.

WORK EXPERIENCE:

Teaching Assistant/Grader, RIT   Present
- Serve as a TA for a C++ programming class that is focused on data structures and algorithms and usage of a custom engine created by the professor.
- Attend all class sessions, hold one-on-one office hours to teach difficult concepts to my peers, and grade assignments for three class sections.

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.