Robert Reddick

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OBJECTIVE

To obtain a game development co-op utilizing strong skills in C++, with a company using agile methodology to gain industry experience as well as increase personal abilities as a developer.

Available: January – August 2022

EDUCATION

Rochester Institute of Technology, Rochester, NY — Expected: May 2023
Bachelor of Science, Game Design and Development — GPA**:** 3.72/4.0

Honors: Dean's List Fall 2019-Present

Relevant Coursework: Game Dev and Algorithmic Problem Solving I & II, Interactive Media Development, Data Structures and Algorithms for Games and Sims I & II, Math of Graphical Simulation I

TECH SKILLS

- **Computer Languages:** C++, C#, Java, Javascript, Python, HTML, CSS
- **Game Engines/Frameworks:** Unity, MonoGame
- **Tools:** Visual Studio 2019, Visual Studio Code, Photoshop CC, Maya

PROJECTS

Finger Guns (Academic & Personal Project) — January 2022 – Present

- Collaborating with a team of four students for development on a Virtual Reality First-Person Shooter game using C# in the Unity Engine.
- Using agile methodology so the team can adapt to possible issues that may arise.
- Consistently checking on current state of the project and making sure tasks are being completed via Discord and a Trello board to organize progress
- Currently developing AI for boss fight for the player to defeat in order to win the game
- Reached out to multiple people for playtesting and contributed to incorporating feedback into the game as it progressed.
- Designed and programmed enemy AI with multiple enemy types utilizing component-based scripting, Unity Nav Meshes, and Unity prefabs.
- Developed different interactions between the player and objects utilizing scripting as well as Unity's Particle System Editor

Inverse Dungeon (Academic Project) — January 2020 – May 2020

- 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 and AI movement and attacks using Object Oriented Principles.
- Maintained good communication across different time zones between the team to make sure tasks were being completed which helped lead to the project receiving an A.

WORK EXPERIENCE

Teaching Assistant/Grader, RIT — August 2021 – Present

- Serving 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 that utilizes OpenGL.
- 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 — January 2020 – May 2021

- Fulfilled a variety of roles including food prep, customer service, and managing student employees to ensure all shifts and stations were covered.