

▶ EDUCATION

Rochester Institute of Technology
Aug. 2020 - Aug. 2024
BS Game Design and Development 2024

▶ SUMMARY

I am a software developer with a B.S. in Game Design and Development from the Rochester Institute of Technology. I am a capable developer with experience in both front and backend environments. I also have strong grasp on application, web, database, and game design from my education and hands on experience from my internships and projects. I am looking forward to furthering my career in the field of software design and development.

▶ SKILLS

PROGRAMMING LANGUAGES: C#, C++, JavaScript, HTML/CSS

TOOLS: Visual Studio Code, Visual Studio, Git, Azure DevOps, Maya, MongoDB, OpenGL, PostgreSQL, React, Postman

GAME ENGINES: Unity, Monogame, Unreal

▶ EMPLOYMENT

RIT - SCHOOL OF INTERACTIVE GAMES & MEDIA
Developer Intern

Rochester, NY (Remote)
May 2024 - Aug. 2024

- Built a user driven, interactive comic web app called "Crowd Comic" with a team of other interns led by RIT faculty members
- Responsibilities included: Designing user experience for the Crowd Comic site, designing and implementing models and queries for the site's database, adding database functionality to the site's front-end, adding user functionality to the site (sign-in/sign-out, session cookies, user dashboard), building Discord Bot for team productivity
- Tools and Tech: Site created using the NextJS React framework. Backend used a PostgreSQL database which was built using the SequelizeJS library. Site's image storage done through AWS while the site itself and database are hosted on Heroku. Work on the Discord Bot was done with DiscordJS. All task management and source control was done through GitHub

CDW
Software Engineering Intern

Vernon Hills, IL (Remote)
Sept. 2022 - Dec. 2022

- Worked as a developer on the Product Find team in CDW's eCommerce Division
- Responsibilities included: finding and patching bugs on the Search site, updating element appearances in the site header, and updating security infrastructure
- Tools and Tech: Tasks and source control handled through Azure DevOps and Visual Studio Team features. Frontend architecture was based in JS and backend architecture was in C# that interacted with product APIs made on MongoDB.
- Took part in daily stand-ups, sprint planning and postmortems, and department wide architecture meetings as a part of eCommerce's AGILE workflow

Configuration Technician Intern

Vernon Hills, IL
May 2022 - Aug. 2022

- Configured laptops, desktops, and monitors for clients (Ex: Enrolling school Chromebooks, installing virtual machines)
- Packaged and labeled products for shipment
- Helped instruct new employees on how to read configuration orders and how to go about following those orders

RIT CORNER STORE/RIT DINING
Student Manger

Rochester, NY
Sept. 2020 - May 2024

- Responsible for maintaining a safe and healthy environment in the store by rotating product, sanitizing store surfaces, and cleaning the store front and backroom after closing
- Instruct and assist stockers and cashiers with their duties, including stocking shelves, freezers, and coolers, as well as checking out and bagging goods for customers
- Open and close the store, which involves checking all freezers and coolers, cleaning the floors of the store, delegating closing duties to closing staff to optimize time spent

▶ PROJECTS

CAPTIVE'S CALL

Feb. 2023 - Mar. 2023

- Created a tile-based casual puzzle game in Unity with a team of four others
- Was the lead developer for gameplay, UI, and sound design and implementation
- Helped design the core mechanics and theme of the game with the rest of the team
- Workflow was managed using Trello and GitHub was used to manage all game files

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Mar. 2023 - Apr. 2023

- Created a visual novel/mini-golf game in Unity with a team of four others
- Was the lead developer for the visual novel elements (hub world, dialogue systems) and sound design and implementation
- Designed gameplay in the hub world between golf levels
- Managed workflow and assets in a mix of Trello, Github, and Google Drive