

► EDUCATION

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

► SUMMARY

I am a fourth year student in the Game Design and Development program in the Golisano School of Computing and Information Sciences at the Rochester Institute of Technology . I have a passion for programming and all the fun (and frustrating) problem solving it brings. I also have strong grasp on software design principles as well as UI and UX from my time in school and working as an intern on a team of web engineers. 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, Filezilla, Maya, MongoDB

GAME ENGINES: Unity, Monogame, Unreal

► EMPLOYMENT

CDW

Software Engineering Intern

Vernon Hills, IL
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 - Current

- 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

PAR FOR THE CURSE

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

SONG OF ICE AND FIRE WEBSITE

Nov. 2021

- Created a website using base HTML/CSS and JavaScript that allowed the user to access information from a preexisting API
- User can search for characters, houses, and book from "A Song of Ice and Fire" on different search pages or learn about specific houses on an interactive map