

PHILLIP BROWN

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OBJECTIVE

Motivated self-starter college senior interested in securing a Spring Internship opportunity. I hope to leverage my passion for game design, development, programming, problem solving and attention to detail as an Game Design and Development Intern.

EDUCATION

Rochester Institute of Technology, Rochester, NY May 2025 (Expected)
Bachelor of Science in Game Development and Design

St. Paul's School for Boys, High School, Brooklandville, MD June 2021

RELEVANT COURSEWORK

- Data Structures and Algorithms (C++)
- Algorithm Problem Solving I & II (C#)
- Rich Media Web App Development (JavaScript/HTML/CSS)
- 2D and 3D Animation and Asset Protection (Maya)
- Math Graphical Simulation
- Interactive Media Development (Unity, C#)
- Game Development & Design
- Casual Game Design (Godot)

SKILLS

- **Programming Languages:** C++, C#, Java, GDScript, JavaScript, HTML, CSS, Lua
- **Software tools:** Unity, Godot, MonoGame, Processing, Pico8
- Experience working in 2D & 3D Development
- Problem-solving, strong analytical and critical thinking
- Strong written and verbal communication, interpersonal, technical and presentation skills
- Collaboration and teamwork
- Adaptability and continuous learning
- **Microsoft Office Suite:** Word, Excel and PowerPoint

PROJECTS

- **Dead Elements | Group Academic Project** January-May 2024
 - Designed and developed a top-down roguelike with two other students in Godot
 - Constant iteration between designing, developing, and testing
 - Focused on player feel and interaction with the game systems
- **Livewire | Group Academic Project** September-December 2021
 - Created a Puzzle-Platformer game written in C# using the MonoGame framework
 - Focused on physics and collision detection using axis-aligned bounding boxes
- **Box Adventures | Solo Academic Project** September-December 2018
 - Created Platformer game written in Java on the Processing IDE
 - Designed 13 of my own levels