# Justin Armstrong

jxa1762@rit.edu | https://pigghead.github.io/JustinArmstrong-Portfolio/
https://www.linkedin.com/in/justin-armstrong-916134127/

## SKILLS

**Languages:** C#, Python, C, C++, JavaScript
**Frameworks:** Unity2d/3d, Unreal, PyTorch, NumPy
**Libraries:** SDL, ReactJS

**Environments:** Windows, macOS
**Software:** Git, MS Office
**Databases:** MySQL, MongoDB

## EXPERIENCE

**Unity Developer Intern, Great Lakes Gaming** | *January 2022 – Present*
Responsible for creating live-stream packages that support eSports and the gaming community.
- Using Unity to develop new live-stream packages and maintain current live-stream packages.
- Research new and efficient techniques for live-stream packages.

**Technology Coordinator, RIT Campus Center** | *September 2020 – May 2021*
Responsible for troubleshooting and maintaining RIT's campus center technology, including projectors, computers, and other various technologies within the rooms throughout the building.

**Programmer (Developer), Changeling VR** | *September 2020 – December 2020*
Collaborated with a team of six developers in developing a virtual reality game.
- Successfully developed and implemented player character interactions within the hub level by tracking location of oculus controllers and ray casting a predefined distance into the virtual world space.
- Developed player character movement within the first level that mimics moving like spiderman to navigate a 'cloud' level.

## EDUCATION

**Rochester Institute of Technology**,

Bachelor of Science, Game Design and Development, Expected May 2022
*Relevant Course work:*

| | |
|---|---|
| Data Structures and Algorithmic Games and Simulations, I & II | Artificial Intelligence and Machine Learning |
| Multi-platform Media Application Development | Rich Media Web Application Development, I & II |
| Game Design and Development, I & II | Animation and Asset Production, 2D & 3D |
| Computer Science I | Math Graphical Simulation, I & II |

## PROJECTS

**GitHub User API Query** | October 2021
Built a frontend service for searching for GitHub users and retrieving information on their profiles.
- Achieved displaying variable sized lists of information fetched from the API using React.js.
- Successfully implemented React hooks to maintain component states.

**Fight the 'Vid** | August 2021 – September 2021
Successfully recreated the popular mobile game *Cell Wars* using Unity 2019. Served as the sole developer.
- Used Unity2d.
- Successfully created custom shaders in Unity Shader graph that are implemented into Unity line renderers.

**Tic-Tac-Toe** | November 2020
Successfully implemented a simple graphical interface for traditional tic tac toe game using C++ and the Simple Direct Media Layer 2 library.
- Successfully linked the SDL2 library into Visual Studio 2017.
- Successfully translated and implemented the Bressenheim Circle algorithm into code to graphically draw circles.