

Justin Armstrong

+1 (315) 385 1659 | justin.strongarms10@gmail.com | <https://pigghead.github.io/JustinArmstrong-Portfolio/>
<https://www.linkedin.com/in/justin-armstrong-916134127/>

Education

Bachelor of Science, Game Design and Development, Rochester Institute of Technology, Aug 2016 – May 2022

Various courses that covered a range of development languages, including C#, C++, & Python. Courses taken also developed and reinforced best coding practices and understanding of data structures and algorithms.

Relevant Coursework

Rich Media Web Application Development II	Computer Science
Game Design and Development II	Multi-platform Media Application Development
Data Structures and Algorithmic Games and Simulations II	Interactive Games and Media Production Studio
Advanced Topics in Game Dev (AI/ML)	System Concepts, Games & Media

Projects

September 2021 – Present

Chaos Brawl

In development of a 3D Multiplayer Arena Brawler. Successfully developed a player character utilizing a FSM to control the characters' states. Successfully implemented 3rd Person player mechanics. In development of multiplayer and shooting.

August 2021 – September 2021

Fight the 'vid!

Successfully recreated the popular mobile game *Cell Wars* using Unity 2019. I served as the sole developer from start to finish, developing my own solutions to unique problems that I encountered along the way.

November 2020

Tic-Tac-Toe

Implemented a simple graphical interface for traditional tic tac toe game using C++ and the Simple Direct Media Layer 2 library.

Experience

September 2020 – December 2021

Narrative Developer, Changeling VR

Worked on a team of six developers on a virtual reality game to ensure that game mechanics fit directly in with the narrative direction of the game, as well as other various aspects. Achievements included level redesign, lighting design, and character design and development.

September 2020 – May 2021

Technology Coordinator, RIT Campus Center

Tasked with the maintenance and troubleshooting of RIT's campus center technology, including projectors, computers, and other various technologies within the rooms throughout the building.

Skills & Tools

Data structures	Algorithms	Time Complexities
C#	Adobe Illustrator	HTML/CSS
Python	C/C++	Node.js
Swift	OpenGL	Unreal
SDL2	Unity	