

Justin Armstrong

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SKILLS & TOOLS

Languages: C#, Python, C/C++, Javascript

Frameworks: Unity2d/3d, Unreal, PyTorch, NumPy

Libraries: SDL, ReactJS

Environments: Windows, macOS

Software: Git, MS Office

EXPERIENCE

Technology Coordinator, RIT Campus Center | *September 2020 – May 2021*

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.

Programmer (Developer) | *September 2020 – December 2020*

Worked on a team of six developers on a virtual reality game.

- Developed player character interactions within the hub level my tracking location of hands and raycasting a predefined distance.
- Developed player character movement within the first level that mimics moving like spiderman to navigate a 'cloud' level.

EDUCATION

Bachelor of Science, Game Design and Development,

Rochester Institute of Technology, Aug 2016 – May 2022

Relevant Course work:

- Data Structures and Algorithmic Games and Simulations, I & II
- AI & Machine Learning in Game Development
- Game Design & Development, I & II

Awards:

- Dean's List, Spring 2021

PROJECTS

Github User API Query | October 2021

Built a frontend service for searching for Github users and retrieving information on their profiles.

- Used ReactJS to display information in a scalable way.
- Used React hooks to make calls to the Github API.

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.
- Created custom shaders using Unity Shader graph.

Image Down Scaler | April 2021 – May 2021

Implemented a solution to downscaling an image set in order to be used in a DCGAN.

- Created in Google Colab using PyTorch & NumPy.
- Performs convolutions over images and downscales them to 60x60x3 (Width, height, color channels).

Tic-Tac-Toe | November 2020

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

- Linked the SDL2 library into Visual Studio 2017.
- Implemented the Bresenham Circle algorithm to graphically draw circles.