Raymond Dolan

Education

2017 - 2021 **Computer Science (CS) + Interactive Media & Game Development (IMGD)**,
Worcester Polytechnic Institute (WPI).

Related Courses

CS   Software Engineering, Artificial Intelligence, Machine Learning, Algorithms, Database Systems, Computer Graphics, Computer Networks

IMGD   Digital Game Design, Technical Game Development. Game Audio 1 & 2

Experience

Aug 2019 - May 2021 **Student Assistant**, *WPI*, Worcester, MA.
- Proctored labs and graded homework for lower level computer science courses.
- Assisted students during office hours.

May - Jun 2020 **Research Intern**, *WPI*, Worcester, MA.
- Worked with a professor to research Generative Adversarial Networks.
- Taught myself basic Machine Learning concepts.
- Developed generative model that generates birds from simple drawings.

May - Aug 2019 **Senior Student Intern**, *AMICA Mutual Insurance*, Lincoln, RI.
- Created a database interface alongside another intern that displayed metadata about distributed jobs running on company's mainframe.
- Learned ReactJS to modify the existing Neo4j interface.

Programming Skills

Proficient: Java, C, C++, C#

Familiar: JavaScript, Python, Rust

Version Control: Git, GitHub, Perforce

Game Engines: Unity, Unreal Engine

Databases: SQL, Neo4j, MongoDB

Cloud: AWS, S3

OS: Ubuntu, Windows

Other: React, HTML, LaTeX

Projects

Aug 2020 - Jun 2021 **Gameplay Programmer & Audio Engineer**, *Factory Reset (WPI).*
- Worked in a team of 4 designing a 3D first-person puzzle game focused on accessibility.
- Implemented core gameplay systems and accessibility settings.
- Composed 2 music tracks and created 15+ unique sound effects.
- Won WPI's Provost Award for the best Major Qualifying Project in the IMGD department.
- Shipped *Factory Reset* for free on itch.io.

Oct - Dec 2019 **Front End Programmer**, *Star Trek Mashup (WPI).*
- Worked in a team of 4 designing and implementing a cloud-based application using AWS to upload and combine *Star-Trek* clips.
- Developed an API for interaction with the app.
- Produced an app that fulfilled assignment specifications and utilized a variety of AWS's features.

Dec 2019 **Lead Designer**, *Dungeons and Dragonflies (WPI).*
- Worked with a teammate to create a game with a procedurally generated map.
- Designed and implemented creation of random maps using the *Dragonfly* engine.
- Resulted in a game that fulfilled its original design and was well received by classmates.

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