

# Robert Silverberg

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<https://rhs31.github.io> | 152 Linden Lane, Princeton, NJ, 08540 | (609) 480-2576 | [rhs31@miami.edu](mailto:rhs31@miami.edu)

## EDUCATION:

### **B.S. Computer Science | Expected Graduation: December 2019 | University of Miami**

- Cumulative GPA: 3.4
- Recipient: UM Presidential Scholarship (Annual, scholastic-based)

### **Relevant On-Campus Coursework:**

- **Computer Science:** Programming 1-3 | Game Programming | Virtual Worlds | Augmented Reality | Artificial Intelligence | Systems Programming | Algorithm Analysis | Theory of Computing | Computer Architecture | Digital Logic | Software Engineering
- **Mathematics & Physics:** Calculus I & II | Discrete Mathematics | Linear Algebra | University Physics I | Probability and Statistics

### **Online (Udemy) Courses Taken:**

- **Complete C# Unity Developer 3D:** Comprehensive course where I learned how to create multiple 3D Unity projects with C# scripting (Realm Rush, Argon Assault, Project Boost).
- **Animation In Unity:** Learned about 3D animation (including humanoid rigs) in Unity.
- **C# Beginner – Advanced Courses:** Learned about the C# language.
- **The Web Developer Bootcamp:** Used HTML/CSS/Bootstrap, JavaScript, Node.js, and MongoDB to create real web applications (YelpCamp).

## WORK EXPERIENCE:

### **Unity Developer | Bogotá Digital Cinema | Miami | Fall 2018**

- Worked with a local studio to develop an interactive mixed-reality art exhibit called *Transplant* that is viewed through the Magic Leap One, shown at the Filmgate Interactive Media Festival and the Arcadia Earth Show.

### **Lead Instructor | iD Tech Camp | Rider University | Summer 2017**

- Taught the following courses to students of various ages and experience levels:  
Java Coding | Game Design & Development 101 (Maya + Unreal Engine) | Coding 101 (JavaScript)

## LANGUAGES & SOFTWARE:

- **Proficient:** C#, Unity3D, HTML/CSS, 3DF Zephyr
- **Familiar:** C/C++, Java, JavaScript, Node.js, MongoDB, Blender, Autodesk Maya, Unreal Engine 4, Android Studio

## PROJECTS (MORE INFO ON WEBSITE):

### **Unity/C#:**

- **Track Builder:** Worked on a mixed reality game for the Magic Leap One device at the Reality Virtually Hackathon at MIT. The player is able to build a virtual track that allows a ball to get to the finish line, while avoiding obstacles.
- **Sugar Crash:** Served as the lead programmer for the 2<sup>nd</sup> place winner at the MAGIC Game Jam at Miami-Dade College. A candy-themed 3D infinite runner where the player dodges obstacles.
- **Realm Rush:** A 3D tower defense game that uses a BFS pathfinding algorithm.
- **Argon Assault:** An on-rails 3D space shooter.
- **Project Boost:** A 2.5D rocket-maneuvering game.
- **Tetris-Platformer Hybrid:** A 2D game which combines Tetris with a platformer.

### **Web Development:**

- **YelpCamp:** A Bootstrap website that uses Node.js and MongoDB to log information about different campsites.

### **C++:**

- **MapQuest Clone:** A program which uses an implementation of Dijkstra's Algorithm with data files containing all major roads and towns in the US, to output the shortest path between any two user-inputted US towns, and then draws the path on a map.