

Robert Silverberg

152 Linden Lane, Princeton, NJ, 08540 | (609) 480-2576 | rhs31@miami.edu | rhs31.github.io (website)

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 Completed:

- **Computer Science:** Programming 1-3 (C++) | Game Programming (Unity 3D/C#) | Software Engineering | Probability and Statistics | Systems Programming | Algorithm Analysis | Theory of Computing | Computer Architecture | Digital Logic
- **Mathematics & Physics:** Calculus I & II | Discrete Mathematics | Linear Algebra | University Physics I

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:

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)
- Also performed the responsibilities of supervising campers, administering medications, and fostering a safe and fun camp environment.

LANGUAGES & SOFTWARE:

- **Proficient:** C#, Unity3D, HTML/CSS
- **Familiar:** C/C++, Java, JavaScript, HTML/CSS, Zephyr3D, Autodesk Maya, Unreal Engine 4, Android Studio

SAMPLE PROJECTS:

Unity/C#:

- **Transplant:** Developed an interactive mixed-reality art exhibit that is viewed through the Magic Leap One, to be shown at the Filmgate Interactive Media Festival.
- **Sugar Crash:** Served as the lead programmer for the 2nd 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.