

River Marks

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OBJECTIVE

Seeking an internship for the 2019 summer in Software Development.

SKILLS

C#, C++, Git, GitHub, HTML, CSS, Unity, Python, JavaScript, NodeJS, Rust

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY – 3.59 GPA
B.S. in Computer Science
2018 – 2023 (Expected)

ORGANIZATIONS

COMPUTER SCIENCE HOUSE

Member August 2018 – Present

Computer Science House is an organization that has given me the grounds to do projects and gain the technical skills that I would not have gotten otherwise.

BOY SCOUTS OF AMERICA

Achieved Eagle Scout

My Eagle Scout Project including designing & placing signage along a 5K trail in the West End Regional Park. It also included creating three benches & placing those along the trail as well.

FUTURE BUSINESS LEADERS OF AMERICA

Three-time state level competitor

Competed in Business

Communications for two years & competed in Computer Problem Solving for the final year at the competition.

PROJECTS

BREAKWATER GAME ENGINE • C# • January 2019 - Present

- Team project that uses the MonoGame Graphics Library
- Implemented Pathfinding for enemy AI based on 2D 'Node' grid
- Implemented Quad Tree for collision checking in the world

FUTURISTIC CAR MUSIC SYSTEM • JavaScript • February 2019 - Present

- Connecting to Spotify API by using a RESTful API
- Voice inputs passed to this through query requests
- Plays songs from Spotify through connected speakers

CONCORIA • GML • September 2018 – December 2018

- Worked with another student to create an open world game
- Created a template to build any size house that players may walk into & interact with top instance that fades out
- Created a method of storing & saving all instances on screen
- Instituted the merge sort algorithm into the saving to make the loading of the instances saved faster

CONSOLE SIDE SCROLLER • C++ • December 2018 - Present

- A game that utilizes pointers & classes to update console window
- Compared the different methods of printing data from memory
- Looking for the most efficient way to display on console window

THE ISLAND OF SENTINEL • C++ • January 2015

- Console based game that allows users to explore & collect items
- Features items system, sleeping, shop, & upgradable items

For more projects see personal GitHub

EXPERIENCE

SUMMER TECHNICIAN • PLEASANT VALLEY SCHOOL DISTRICT

June 2018 – August 2018

- Worked on a team, setting up new computers
- Successfully cloned & set up the 225 incoming computers
- Dealt with PXE boot & partitioning hard drive for install of image

TECHNOLOGY SALES ASSOCIATE • STAPLES

May 2018 – August 2018

- Fixed customer devices: computers, phone screens, & batteries
- Sold technology to suit customer's needs
- Received employee of the month for dedication to the store

HIGH SCHOOL WEBMASTER • PLEASANT VALLEY HIGH SCHOOL

December 2017 – June 2018

- Maintained the High School website using HTML & CSS
- Installed Twitter plugin for the High School's twitter page
- Designed & updated the faculty webpages to a common theme
- Created a page to showcase MCTI students at the school