Robert Mitola

101 Clinton Street   (203)895-7145
Hoboken, NJ 07030   Robert.Mitola@Gmail.com

OBJECTIVE

To join a studio that shares a passion for creating works of art using science

EDUCATION

Bachelor of Science, <u>Marist College</u>, Poughkeepsie, NY   May 2016
      Major: Computer Science
      Minors: Mathematics, Information Systems, Information Technology
      Cumulative GPA: 3.873
      Honors: Summa Cum Laude, Dean's List every semester, Dean's Circle Member

EMPLOYMENT EXPERIENCE

UBS Front End Developer; Weehawken, NJ   August 2016—Present
- Developed a 3D data plotting application for the Microsoft Hololens in Unity 3D, utilizing Unity's particle system to map multivariable data into augmented space
- Currently working with Angular JS, Node.js, and Git to develop and maintain an operational risk analysis web tool used throughout UBS

IBM Software Intern; Poughkeepsie, NY   September 2015—May 2016
- Created a web application using JavaScript, PHP, and SQL for consolidating information regarding internal tools, so that developers may easily locate and utilize existing solutions
- Responsible for all levels of the project's development, from design to implementation

High 5 Games Engineering Intern; New York, NY   June 2015—August2015
- Tools Programming: Created, in Java, a proof of concept manager and parser extension for LogMX to receive logs over a UDP or TCP socket from multiple remote sources simultaneously
- Game Programming: Implemented design choices for a "Match 3" prototype game written in ActionScript 3 that utilized a model-view-controller design pattern

Colupon iOS Developer; Danbury, CT   June 2014—August 2014
- Programmed and designed on iPhone application for coupons using Objective-C

Research Assistant (Software Development); Marist College   February 2014—May 2014
- Worked with a team of students and professors to develop a search website and its database for clients seeking assistance with *Imagine Dutchess*

PROFESSIONAL STRENGTHS

- Proficient in C++, Java, JavaScript, HTML, and SQL
- Experienced with version control using Git in an Agile workflow
- Knowledgeable about Unity 3D, SFML (C++ Game Framework), and Game Maker

SKILLS AND ACCOMPLISHMENTS

- Developed a compiler written in C++
- Created, with two others, an isometric Sokoban clone using Game Maker in 48 hours for a game jam
- Completed all three parts of IBM's Master the Mainframe and received an Honorable Mention
- Wrote and co-directed a short play performed by Marist students at the annual MCCTA festival
- Semester in Florence: Studied fine art as an elective and publically presented at the Uffizi

RELEVANT COURSEWORK

Theory of Programming Languages	Algorithm Analysis & Design	Design of Compilers
Computer Organization & Architecture	Software Development I & II	Language Study
Introduction to Mathematical Reasoning	Discrete Mathematics	Calculus I, II, & III