Rob Savaglio

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Dear NEXT Judges,

Last year I participated in the 2020 NEXT programming challenge after being inspired by members of Ubisoft Toronto that gave a talk at my school. While I didn't win or even make it as a finalist in 2020, my ambition to work at Ubisoft has not changed. I was proud of the game I submitted last year, but admittedly knew that the code was not up to the standards of the competition. Since then, I've been motivated to learn and grow as a developer so I could make a much stronger submission this year. During my free time I've been dedicated to practicing my C++ skills, reading books, watching videos, and well… programming.

Once I had a better understand of the basics, I began to build on the NEXT API to prepare for the competition this year. I created a library with structures and interfaces that I could use during the competition. It contains linear algebra classes for vector and matrix math, Game and Scene classes to keep the code modular, a scene graph for managing objects and cameras, and a basic entity component system for creating custom behaviors and renderers that can hook into the NEXT API. I've learned a lot in this past year and have become more passionate about programming than I ever expected I would be. The more I learn, the more it feels like I'm only scratching the surface of what's possible and it makes me excited to keep learning and growing as a developer.

I've loved video games for as long as I can remember, from hiding my GameBoy Color under my blanket way past my bedtime as a kid, to having Halo 3 LAN parties with friends as a teen, and to now playing games and thinking "wow, I wonder how that water is being rendered". Over time my love for videogames hasn't changed, but I've gained a passion for the work that goes into their development. With its open-concept environment, team-oriented work, and learning opportunity, Ubisoft Toronto seems like the perfect steppingstone for me. I'm passionate, ready to learn, and would be a great choice for the internship.

Thank you for your consideration!

Sincerely,

Rob Savaglio

Rob Savaglio

BIT, MSc Student

For details about my projects visit:

robsavaglio.com

Contact

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Skills & Tools

Proficient in C/C++, debugging, Visual Studios, and Unity 3D.

Strong teamwork and communication skills.

Good understanding of algorithms, data structures, and other software engineering principles.

Knowledgeable and interested in all aspects of game technology.

Passionate about game audio. Experienced with FMOD Studio and digital audio workstations.

Work History

2019 - Present

Teaching Assistant

Ontario Tech University, Oshawa, Ontario

Graduate work teaching tutorials to undergraduate students. Currently teaching Game Sound and Algorithms & Data Structures courses.

2017 – Present

Game Developer, Research Assistant

Ontario Tech University, Oshawa, Ontario

Currently the lead developer of Unity based health apps aimed at students in grades 4-6. Much of my contribution to this work has been design, communication, and project management oriented. However, I have been involved in all aspects of development to some degree, from programming to running user studies in classrooms with kids.

2014 – 2016

Store Supervisor, Key Holder

Spencer's Gift, Pickering, Ontario

Education

2019-09-Present

Master of Computer Science Student | 4.3 GPA
Ontario Tech University - Oshawa, Ontario

2015-09-2019-04

Bachelor of Information Technology: Game Development Minor in Programming | 3.97 GPA
Ontario Tech University - Oshawa, Ontario

Awards

2020 – 2021

Ontario Graduate Scholarship
Ontario Tech University

2019 – 2020

Canada Graduate Scholarship – Master's Program
Natural Sciences and Engineering Research Council of Canada

2017

NSERC Undergraduate Student Research Award

2016 – 2019

President's List and In-Course Scholarships