

Russell Perlow

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OBJECTIVE:

To obtain a cooperative education position designing, developing and testing games/software. Available January 2019 – August 2019.

SKILLS:

Programming Languages: Java, C#, Javascript, HTML/CSS, C/C++, Swift, Python
Developer Tools: Visual Studio, Android Studio, MonoGame, Firebase, Xamarin, Unity 4.0 & 5.0, XCode
Operating Systems: Microsoft Windows, UNIX/Linux, Mac OSX
Software: Adobe Photoshop, After Effects
Version Control: Github, KGCoe RIT-Git

EDUCATION:

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

Bachelor of Science in Game Design & Development, Minor in Mobile Development expected May 2020
GPA: 3.28

Relevant Courses:

Game Design and Algorithmic Programming, 3D Animation and Asset Production,
Web Design and Implementation, 2D Animation and Asset Production, Interactive Media, Data Structures
and Algorithmic Games and Simulations, Foundations of Mobile Design

PROJECTS:

Fast Mining (personal project)- a game created in MonoGame. It is a clicker game with different ores and gems being mined as you level up, has bonuses such as double XP or a time-based auto drill. Working on creating a public leaderboard and in-app purchases.

My Agenda (personal project)- a personal agenda, available on web and Android, designed for helping students with assignments. Users can add and remove classes, agenda item types, and items to their schedule. The mobile app features push notifications based on the due dates and times of items, and reading from and writing to Google Firebase.

NFL Wonderland (Class)- a side scrolling zombie game. Consists of one long level with multiple enemies in between a mini boss and final boss, a player inventory for medkits to regain health and weapon choices. Implemented a custom character creator using JSON to allow for text editing changes to personal characters. Managed and oversaw all AI being used in the game.

EXPERIENCE:

Software Engineer CO-OP, Mobile Development

REDCOM Labs, Rochester, NY

5/17 – 12/17

- Develop automated testing for Android using the Espresso API and Firebase Test Lab
- Assist the creation and implement of a Visual Voicemail feature for Windows and Android

Lab Assistant, IGME Department Labs

Rochester Institute of Technology, Rochester, NY

8/16 – Present

- Tutoring in Maya, Visual Studio 2015, Monogame, Unity 5.0, Photoshop, Unix, Xamarin
- Assisting in the replacement, fixing and addition of lab equipment

LEADERSHIP/ACTIVITIES:

Elected Public Relations Chairman of Sigma Chi (12/17 – Present)

Elected Brotherhood Chairman of Sigma Chi (11/15 – 12/16)