

Russell Perlow

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OBJECTIVE:

To obtain a full-time position designing, developing and testing games/software. Available starting June 2019.

SKILLS:

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

EDUCATION:

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

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

GPA: 3.30

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:

Web Designer CO-OP, Web Development

Wegmans, Rochester, NY

1/19 – 8/19

- Designed and developed End to End Applications for projects in SharePoint, K2, HTML, JavaScript, CSS, and JQuery. Gathered requirements and led discovery meetings for each project.

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

LEADERSHIP/ACTIVITIES:

Elected Pro-Consul (Vice President) of Sigma Chi (5/19 – Present)

Elected Public Relations Chairman of Sigma Chi (12/17 – 12/18)