

Russell Perlow

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SKILLS:

Programming Languages: C#, Java, Javascript, HTML/CSS, Python, C/C++, SQL, Swift

Developer Tools: Visual Studio, Xamarin, Android Studio, Firebase, Unity 5.0, XCode, IntelliJ

Operating Systems: Microsoft Windows, MacOS, Ubuntu, Mint

Software: Adobe Photoshop, SharePoint, After Effects

Other: Git, Agile, REST API, Node.JS, Vue.JS, Flask, React.JS, Angular.JS, CMake

EDUCATION:

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

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

GPA: 3.33

Relevant Courses: Foundations of Mobile Design, Client Programming, Advanced App Development I & II, Interactive Media, Data Structures and Algorithmic Games and Simulations

PROJECTS:

OSRS Assistant (Class)- an individual class project utilizing the Old School Runescape Grand Exchange API and the D3 JavaScript Library. Using the API for OSRS, this web app allows the user to track tradable items in the game with real time updating for prices spanning the previous 3 months. The graphs are intended to imitate graphs of the real world stock market with accurate trends allowing users as much information as possible for the game

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.

NFL Wonderland (Class)- side scrolling zombie game created as an in-class, group project. 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, End to End Development

Wingbrace LLC, Bedford, MA

6/20 – Present

- Designed and developed full-stack web applications, sites, cloud-like architecture and interfaces in an agile environment
- Continued development on advanced modeling and simulation applications. Connected web

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.

LEADERSHIP/ACTIVITIES:

Elected Pro-Consul (Vice President) of Sigma Chi (4/19 – 12/19)

Elected Public Relations Chairman of Sigma Chi (1/18 – 12/18)