Russell Perlow

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OBJECTIVE:
To obtain a full-time position designing, developing and testing games/software. Available starting June 2020.

SKILLS:
Programming Languages: Javascript, Java, C#, HTML/CSS, Node.JS, 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, SharePoint, After Effects
Version Control: Github, GitLab, Git Bash

EDUCATION:
ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY
Bachelor of Science in Game Design & Development, *Minor in Mobile Development* expected May 2020
GPA: 3.33
Relevant Courses:
Game Design and Algorithmic Programming, 2D/3D Animation and Asset Production,
Web Design and Implementation, Interactive Media, Data Structures and Algorithmic Games and
Simulations, Foundations of Mobile Design, Client Programming, Advanced App Development I & II

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)- 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 (4/19 – Present)
Elected Public Relations Chairman of Sigma Chi (1/18 – 12/18)