

Spencer Roccapriore

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Education

Fitchburg State University

Fall 2016 - Spring 2020

Bachelor of Science in Game Design

Minor in Computer Science

Dean's List: Spring 2017

Graduated: Spring 2020

Spring 2019

GPA: 3.2

Fall 2019

Objective

I am a Game Programmer looking to develop games at a company where I can use my 2+ years of experience developing games, as well as my observation, analysis, and problem solving skills to bring about the best possible product.

Technical Skills

Unity | Unreal Engine 4 | C# | Java | Python | Visual Studio | Microsoft Word | Adobe Photoshop

Work Experience

APEM, Inc.

General Laborer Aug 2018

Haverhill, Massachusetts

Temp work through Randstad for two weeks.

I was assigned to move furniture- desks, cubical panels, file cabinets, etc. and I helped build shelves for their new storage area.

Langley Adams Library

Library Page Mar 2013 – Aug 2016

Groveland, Massachusetts

Starting out as a volunteer and then hired as a Page, I assisted by reading shelves and keeping materials in alphabetical order. Assisted with programs, projects, displays and bulletin boards. Assisted with Pull List and other general labor as needed.

Professional Experience

Dextra

Train of Bot

Read Color

No 1 is the Enemy

Inanimate

Treasurer of the Fitchburg State Smash Club