

# Spencer Roccapriore

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## Education

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### Fitchburg State University

Fall 2016 - Spring 2020

Bachelor of Science in Game Design

Minor in Computer Science

Dean's List: Spring 2017

Expected Graduation: Spring 2020

Spring 2019

GPA: 3.19

## Objective

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My objective is to be in Game Studio for the spring 2020 semester. While at Game Studio, I plan to improve my knowledge and efficiency in programming and apply it. I plan to learn how to work within a professional environment.

## Academic Profile

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Game Programming

Game Design Workshop

Programming Languages

3D Game Development

Systems Programming

Advanced Game Workshop

Computer Science I & II

Web Design Basics

## Technical Skills

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

## Work Experience

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### 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

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Train of Bot

Inanimate

Treasurer of the Fitchburg State Smash Club