

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

Expected Graduation: Spring 2020

Spring 2019

GPA: 3.19

Objective

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

Game Programming

Game Design Workshop

Programming Languages

3D Game Development

Systems Programming

Advanced Game Workshop

Computer Science I & II

Web Design Basics

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

Train of Bot

Read Color

No 1 is the Enemy

Inanimate

Treasurer of the Fitchburg State Smash Club