Spencer Roccapriore

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Experience

Code Rot Studios (Capstone)
Game Programmer | Fitchburg, Massachusetts
Jan 2020 – May 2020

- Developed a core game mode for multi-genre game including enemy AI configuration.
- Developed the game's boss battles.
- Playtested and debugged the game for bugs.
- Transitioned from working onsite to working remotely.
- Dextra released on Itch.io.

APEM, Inc.
General Laborer | Haverhill, Massachusetts
Aug 2018

- Assigned to move furniture- desks, cubical panels, file cabinets, etc.
- Helped build shelves for their new storage area.
- Temp work through Randstad for two weeks

Langley Adams Library
Library Page | Groveland, Massachusetts
Mar 2013 – Aug 2016

- 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.

Education

Fitchburg State University
Fall 2016 - Spring 2020
Bachelor of Science in Game Design
Minor in Computer Science

Other Experience

Programmer for:
Train of Bot – itch.io | Jan 2019 – May 2019
Read Color – itch.io | Nov 2019

Treasurer of the Fitchburg State Smash Club
May 2017 – May 2020

Skills

- Unity
- Unreal Engine 4
- C#
- Java
- Python
- Visual Studio
- Microsoft Suite
- Github