

# Stewart Jones

781-467-8767 | [saj8580@rit.edu](mailto:saj8580@rit.edu) | <https://www.linkedin.com/in/stewart-jones/>

## OBJECTIVE

Seeking a co-op or internship position in Game Development  
Available Fall 2025

## EDUCATION

**Bachelor of Science in Game Design and Development**, Expected May 2026

**Rochester Institute of Technology Rochester, New York**

**GPA:** 3.5

**Dean's List:** Spring 2024, Fall 2024, Spring 2025

**Relevant Courses:** Game Development & Algorithmic Problem Solving I & II, Principles of Computing, Discrete Mathematics, Math Graphical Simulation I, Interactive Media Development, Intro to Game Web Tech, Fundamentals of Audio Engineering, 2D Animation & Asset Production

## SKILLS

**Programming Languages:** C++, C#, HTML5 & CSS3, JavaScript, Java, Python

**Software:** Visual Studio, MonoGame, IntelliJ, Unity, GitHub, Photoshop, Premiere Pro, Animate, Aseprite, Ableton, Microsoft Suite

## PROJECTS

**MonoGame Game Non-Compos Mentis | Academic | Spring 2024**

- Collaborated with peers and delegated tasks to develop a MonoGame puzzle game
- Built game engine mechanics from scratch using classes, inheritance, and abstraction
- Playtested and evaluated the scope based on progress and roadblocks

**Terraria Modding Experience | Personal | March 2020 - August 2024**

- Created custom sprites and items within the framework of the game Terraria using their modding API and Visual Studio
- Studied and learned from frameworks and design choices made by other modders and the creators of the game

## WORK EXPERIENCE

**Sweetgreen Service Team Member | May 2023 - January 2025 | Wellesley, MA**

- Managed multiple culinary service duties within a fast-paced environment
- Learned how to delegate tasks in order of importance and work with team members and customers alike

