Robert Bailey

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OBJECTIVE: **A design position where I can learn and grow while working on the most epic games in their genres.**

PROJECTS:
- Implemented a grid based collision detection algorithm, level design, and level implementation for a 2D platformer, RocketJump, using C# in Visual Studios using Monogame. (2015)
- Created a simulation featuring autonomous agents interacting and making decisions based on their surroundings in 3D space using Unity and C# (2014)
- Worked on changing seasons and mouse input methods for a research project designed to simulate the life of a coral reef through the use of Unity and C# at the University of South Carolina (2013).
- Created rules and the rule sheet for a group-made hex-based space warfare, settlement, and trading board game (2015).
- Continued development of deckbuilding and card based games, both digital and physical.

EDUCATION: Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Expected Graduation May 2018
GPA: 4.0
- Member of Honor's College at RIT 2014-Present

RELEVANT COURSES:
Rapid Prototyping Design; Object Orienting Programming and Data Structures;
Interface and Interactivity Design; Linear Algebra; Discrete Mathematics

SKILLS: **Programming Languages:** C#, C++, Java, JavaScript, Processing
Software: Unity, Photoshop, Autodesk Maya, Visual Studio, Monogame, Flash, Arudino
Tool Experience: Bitbucket, TortoiseSVN, SourceTree, Github, Eclipse, FileZilla

EXPERIENCE: **Rochester Institute of Technology**, Rochester, NY
Resident Assistant August 2015-Present
Work with supervisors and staff to create a community environment. Create events, help resolve resident conflicts, and regular reporting on the hall situation/expectations to my supervisor. Develop conflict mediation, communication, and teamwork skills in a dynamic, person-focused environment.

Notetaker, August 2014-Present
Work for the National Technical Institute for the Deaf at the Rochester Institute for Technology. Emphasis on timeliness with return of notes, working with individual requester needs, and multitasking during labs or assignments to ensure full and accurate notes.

Governor's School for Science and Mathematics, Hartsville, SC
Student Assistant for GoSciTech Summer Camp, June-July 2014 and 2015
Assistant at the weeklong STEM focused-camp for eighth-tenth grade students. Managed classes, resolved dorm and class conflicts, used tracking software, ran activities. Developed people management, multitasking, and communication skills in an environment requiring high adaptability.

ACTIVITIES: Rochester Wargaming Association and Guild Member
Human vs Zombies member and game moderator
Volunteer at RUDICON, a local gaming convention