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ROBERT BAILEY  
PORTFOLIO: [HTTP://THROWNERROR.GITHUB.IO](http://THROWNERROR.GITHUB.IO)  
GAMEPLAY PROGRAMMER AND LEVEL DESIGNER

## PROJECTS

- ColorCoded:** Color-Based logic puzzle game developed in Unity 5.2.0f. Worked on player experience and developing puzzles. ImagineCup 2017 SemiFinalist
- Swingy Dinghy:** Global Game Jam 2017 project. Zen game for 1-2 players. Developed in Unity 5.5.0f with a Team. Worked on clouds, collectibles, and gameplay.
- Killing Floor 2 Level:** Made arena based survival map. Created over 8 weeks.

## SKILLS

- Programming Languages: C#, C++, Java, Javascript
- Software: Unity 5.2.0, 5.5.0, Photoshop, Visual Studio 2015-16, Unreal Engine 4.14
- Hardware: HTC Vive, Computer Building and upgrading, Arduino
- Tool Experience: Bitbucket, SourceTree, GitHub, Gitlab, FileZilla, Eclipse

## EXPERIENCE

Rochester Institute of Technology, Rochester NY

### Resident Assistant August 2015-Present

Working with supervisors and staff to create a community environment. Create events, help resolve conflicts, and regular reporting on the hall situation/expectations to a supervisor. Develop conflict mediation, communication, and teamwork skills in a dynamic and independent person-focused environment.

### Teaching Assistant - Level Design August 2016-Present

Working under an IGM teacher to assist with evaluating and critiquing Level Design projects for Game Design and Development students. Involves playtesting, analyzing, and assisting with engines and tools from a variety of games and genres, both in and out of class. Example games: Starcraft 2, Battleblock Theater, Unreal Tournament, Mario Maker

Governor's School for Science and Mathematics, Hartsville, SC

### Student Assistant for GoSciTech Summer Camp, June-July 2014-15

Assistant for multiple (4 a year) week long STEM focused camps for eight-tenthgrade 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.

## EDUCATION

Rochester Institute of Technology, Rochester NY

Bachelor of Science in Game Design and Development, Expected Graduation May 2018.

GPA: 3.9, Member of Honors College at RIT 2014-Present

RELEVANT COURSES: Object Oriented Programming; Level Design; World Building; Data Structures and Algorithms; Interface Design; Linear Algebra; Discrete Math

## ACTIVITIES

Humans vs. Zombies volunteer moderator (2014-Present)

Interactive Games and Media volunteer ambassador

Board Games, Scuba Diving, and Low Brass