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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 (2015-Present)

Board Games, Scuba Diving, and Low Brass