

# Robert Bailey

Email: [emailrobertb@gmail.com](mailto:emailrobertb@gmail.com) Phone: (843)364-1732

LinkedIn: <http://bit.ly/1ifX7bC>

Portfolio: <http://throwneror.github.io>

Permanent Address: 109 Knottingham Drive, Goose Creek, SC, 29445

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

## PROJECTS:

- Made a grid based collision detection algorithm, level design, and level implementation for a 2D platformer using C# in Visual Studios and Monogame. (RocketJump, 2014)
- Created a simulation featuring autonomous agents interacting and making decisions based on their surroundings in 3D space using Unity and C#. (2015)
- 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).
- Assorted level design projects using *Killing Floor 2* and *Unreal Tournament* (2016) with videos discussing my work at <http://bit.ly/2cA7ibA>

## SKILLS:

**Programming Languages:** C#, Java, C++, Javascript, HTML, CSS

**Software:** Unity 5.2, Photoshop, Autodesk Maya 2016, Visual Studio 2015-2016, Monogame

**Hardware:** Computer building and upgrading, Arduino experiments

**Tool Experience:** Bitbucket, TortoiseSVN, SourceTree, Github, Eclipse, FileZilla

**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 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.

**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. This involved playtesting, analyzing, and assisting with engines and tools from a variety of games and genres, both in class time and assisting students, and others, in labs. Example games include: *Unreal Tournament* (2016), *Killing Floor 2*, *Dota 2*, *Starcraft 2*

**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.

**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:

Object Oriented Programming; Level Design; World Building; Game Based Fiction; Data Structures; Interface Design; Linear Algebra; Discrete Math

**ACTIVITIES:** Human vs Zombies member (2014-2016) and moderator (2016)

Volunteer at RUDICON, a local gaming convention by Rochester Wargaming Association and Guild Interactive Games and Media Volunteer Ambassador