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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 - Arena:** 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 to supervisor on hall situation.
- Developed Conflict mediation, communication, and teamwork skills.
- 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.
- Playtested, analyzed, critiqued, and assisted with games from a variety of tools and engines.
- 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) weeklong STEM camps for eighth-tenth grade students.
- Managed classes, resolved dorm and class conflicts,
- Used tracking software, and ran activities.
- Developed people management, multitasking, and communication skills.
- Required high adaptability in a team-focused environment

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