

# Robert Bailey

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**OBJECTIVE:** A cooperative education/paid internship programming or designing for games and the user experience, available between June-August of 2016.

**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
- Presidential Scholarship

## PROJECTS:

- Made a grid based collision detection algorithm, level design, and level implementation for a 2D platformer called RocketJump using C# in Visual Studios and Monogame. (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 programming changing seasons and selection methods for a research project designed to simulate the life of a coral reef through Unity at the University of South Carolina. (2013)
- Ongoing board game experiments and design, specifically deckbuilding games.

## RELEVANT COURSES:

Object Orienting Programming and Data Structures; 3D Animation and Asset Creation; Interface and Interactivity Design; Linear Algebra; Discrete Mathematics

**SKILLS:** **Programming Languages:** C#, Java, JavaScript, Processing , VHDL  
**Software:** Unity, Photoshop, Autodesk Maya, Visual Studio, Monogame, Flash, Presentation, Arduino  
**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

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

**AFFILIATIONS:** Quidditch club member

Human vs Zombies member

Volunteer at RUDICON, a local gaming convention

Interested in Hockey, traveling, SCUBA diving, and playing the tuba

References available upon request