Trenton Plager

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Objective

Seeking a position in software development utilizing strong skills in object-oriented programming and project management

Education

Rochester Institute of Technology (RIT) Rochester, NY

Master of Science in Game Design and Development — Expected May 2022
Bachelor of Science in Game Design and Development — Expected May 2022
Minors – Entrepreneurship, Modern Language - German — **GPA: 3.99**
RIT Dean's List Recipient — Fall 2017-Present

Featured Projects

The Shattering Swords (Graduate Capstone Project) – Team Lead — February 2021-Present

- 3D 3rd-person Action game with a focus on combat system development
- Designed, implemented, and documented in Confluence, systems for analytics and in-game object management
- Managed scope and coordinated communication between a team of 5 developers, 4 artists, and various faculty stakeholders
- Wrote weekly development blog posts to update stakeholders and interested parties

Reincarnation (Small Group Project) – Developer — January 2021

- 2D Shoot 'Em Up created in 1 week using C# and Unity for Global Game Jam
- Communicated with 3 students from Japan to create a game around the theme "Lost & Found"
- Programmed enemy, boss, and projectile behavior according to design specifications

Dungeons & Dragons Class Choice Visualizer (Class Project) – Solo Developer — March-April 2020

- Data visualization to display player class choice in D&D using JavaScript and d3.js
- Programmed data handling and data display methods to show data in an interesting manner

Skills

Programming Languages: C#, Java, C++, JavaScript, HTML, CSS
Tools: Unity, Visual Studio, Unreal, MonoGame, IntellliJ, Node.js, Bootstrap, d3.js, Vue.js, Maya

Work Experience

Software Engineer Intern – Charles River Analytics, Cambridge, MA — May-August 2020

- Assisted in developing a training simulation using the Unity 3D game engine and C# in a team of 3
- Programmed a project agnostic performance tracking system allowing developers to input any number of metrics and the types corresponding to those metrics and expect a decimal output
- Designed an "After Action Report" allowing students and instructors to see current and historical data output by the performance tracking system

Research Intern – National Science Foundation – Research Experience for Undergraduates in Immersive Media Computing – Georgia State University, Atlanta, GA — June-July 2019

- Designed and developed a virtual reality experience of solitary confinement using the Unity 3D game engine and the SteamVR plugin
- Programmed behaviors including time-based scene changes and user interactions with surrounding objects
- Collaborated with faculty supervisors and advisors as well as peer advisors in order to improve the project and learn more effective design techniques

Activities

Department of Interactive Games and Media Student (IGM) Ambassador — August 2019-Present