

Theodore (Teddy) Walsh

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Objective

Seeking a software and/or game development position on a collaborative team, where I can apply and grow my technical, creative thinking, and leadership skills in a professional environment.

Key Skills

- Programming Languages/Formats: C#, JavaScript, C++, HTML, CSS, Python, JSON, XML
- Tools: Unity, GitHub, Visual Studio, Unreal Engine 4, Node.js, Maya, Substance Painter
- Creative: Game Design, Creative Writing, Stage Acting, Voice Acting, Media Production
- Leadership, mentoring, and organizational experience. Excellent verbal and written communication skills.
- Technical troubleshooting and problem-solving skills
- Self-motivated, people-oriented, collaborative style
- Portfolio: <https://walsh-teddy.github.io/portfolio/>

Education & Extracurriculars

Rochester Institute of Technology, Rochester, NY

Graduated May 2024

- Bachelor of Science, Game Design and Development in the Golisano College of Computing and Information Sciences, Magna Cum Laude
- Relevant Coursework: AI for Game Environments, Algorithmic Problem Solving, Discrete Mathematics, Graphical Simulation, Interactive Media Development, Rich Media Web App Dev I & II, Intro to Game Web Technology, Data Structures and Algorithms for Games and Simulations, 2D & 3D Animation, Experience Design Games&Media, Game Modification, Creative Writing Workshop
- Activities: Various theatrical productions in the RIT Performing Arts department for Theater Scholarship

Newton North High School, Newton MA, Class of 2020

- Full course load including Honors, Advanced Placement and Computer Science courses
- Clubs and Student Activities including TV Media Arts elective (4 years), TableTop RPG Club (managed club for 3 years), Creative Writing Club (2 years), Improv Club (3 years), TheaterInk Newton North's Teaching and Working Theater (4 years)

Champlain Game Academy Pre-College Program, Champlain College, Summer 2019

Work Experience

Changeling, <https://www.changelingvr.com/>

Summer 2023

Game Programmer Intern

- Worked on a team of 10 students (60 total) and collaborated with technical artists and narrative writers
- Created a new game level from concept design to practical demo
- Developed object mechanics, behavior and interactions using Unreal 4 and Perforce for version control
- Wrote code documentation and contributed to design for level planning

iD Tech Camps, MIT & Olin College (Switched between locations weekly)

Summer 2022

Instructor

- Coordinated and collaborated effectively with a team of instructors to supervise upwards of 64 children
- Taught Python, VR in Unity, and Game Development in Unreal Engine 4
- Worked individually with 8-10 students (aged 7-17) each week to complete coding projects

Tom's Pizza & Sandwich Shop, Newton MA

Summer 2021

Cashier

- Provided personalized customer service, food preparation and managed transactions
- Communicated clearly and efficiently under pressure during lunch rushes, learned and adapted quickly
- Trained 3 separate new employees in customer service and food preparation