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: C#, C++, JavaScript, HTML, CSS, Python
- Tools: Unity, Visual Studio, GitHub, Perforce, Unreal Engine 4, Node.js, Maya, Substance Painter
- Creative: Game Design, Creative Writing, Stage Acting, Voice Acting, Media Production
- Leadership, organizational and problem-solving skills. Mentoring experience with teenagers.
- Technical support/troubleshooting as part of TV Media Arts Program at Newton North HS
- Self-motivated, people-oriented, collaborative style

Education & Extracurriculars

Rochester Institute of Technology, Rochester, NY   Expected Graduation: May 2024

- Bachelor of Science, Game Design and Development in the Golisano College of Computing and Information Sciences. Current GPA: 3.6
- Portfolio: https://people.rit.edu/tjw6911
- Relevant Coursework: 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, AI for Game Environments, 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