

Xander Goodwin

(203)-917-8051

xandergarts@gmail.com

EXPERIENCE

Game Director — *Project Rope Tool (Self-Employed)*

JAN 2024 - PRESENT

Transformed an indie game prototype into a long-term production

- Facilitated a collaboration between current masters students and recent graduates
- Creating extensive documentation for design patterns and code architecture
- Designing a level editing pipeline using modular prefabs and custom tools
- Programming the player controller and several other physics-based interactions
- Receiving mentorship from industry professionals
- Exhibited at several showcase events, including: ImagineRIT, ROC Game Fest, RPI GameFest, Supernova, and BrookLAN Indie Dev Night, and CCNY Unreleased Games Arcade

Front Desk Receptionist — *St John Paul II Center*

NOV 2024 - MAY 2025

- Answered phone calls and redirected them to the proper lines
- Welcomed visitors into the building
- Regularly conversed with residents of the nursing home
- Filled out hospital paperwork

Gameplay Programmer, 3D Artist — *Summer Night Studios*

MAY 2023 - JAN 2024

Filled both artistic and development roles while working on an upcoming indie title

- Programmed enemy owls that would fly around and hunt the player
- Sculpted, rigged, textured, and animated a 3D owl character based on concept art
- Designed and decorated the first pass of the game's demo level
- Programmed the ability to climb along surfaces into the moth player controller, as well as some adjustments to the flying behavior
- Applied knowledge of Unity's render pipeline to create stylized moonlit lighting

Teaching Assistant — *Rochester Institute of Technology*

AUGUST 2022 - MAY 2023

Worked with professors in both of the C# fundamentals courses and introduction to Unity course

- Graded major programming assignments with detailed feedback
- Answered student questions about programming concepts
- Reviewed and offered feedback on game design documentation
- Assisted with general debugging and Visual Studio issues

Analytics Intern — *Star Group, LP*

JUL 2022 - AUGUST 2022

Data Entry and Analysis role utilizing Excel and SQL skills

Online Instructor — *iD Tech*

MAY 2021 - AUGUST 2021

Taught students ages 10-17 how to design and develop small games in Unity, JavaScript, and Roblox

- Reviewed and prepared daily lessons on how to program and design a working game
- Consistently problem solved and debugged student errors live

SKILLS

Unity C#

8 years

C/C++

2 years

DirectX11/OpenGL

1 year

Unreal Engine

1 year

Maya, ZBrush, Blender

2 years

HTML/CSS/JavaScript

2 years

Git/Version Control

6 years

Aseprite

2 years

Photoshop, Illustrator

2 years

Game Design

Microsoft Excel, Word

SQL

Communication

LINKS

Portfolio

<https://xcg2903.github.io/>

LinkedIn

<https://www.linkedin.com/in/xander-goodwin-2268791b7/>

Itch.io

<https://xandergoodwin.itch.io>

GitHub

<https://github.com/xcg2903>

Sketchfab

<https://sketchfab.com/xcg2903>

Lifeguard — *Regional YMCA of Western Connecticut*

JULY 2019 - AUGUST 2020

Worked as a lifeguard during the summer in both the indoor and outdoor pool at the YMCA

- Routinely completed safety training and ensured all visitors followed pool rules
- Kept pool area clean and organized for visitors

Camp Coach/Counselor — *Regional YMCA of Western Connecticut*

JUNE 2018 - AUGUST 2019

Race4Chase is a program that trains kids ages 5-13 for six weeks to compete in a triathlon at the end of the summer. I volunteered as a junior coach for three years prior to employment.

- Planned and coordinated a daily schedule of activities
- Ensured that transitions from one activity to the next were smooth and timely
- Supported the development of young athletes with knowledge from my years as a track and field competitor

EDUCATION

Rochester Institute of Technology — *Bachelor of Science*

AUGUST 2019 - AUGUST 2023

Game Design & Development — GPA: 3.73

Minor; 2D Studio Arts

AWARDS

MAGIC Community Incubator Program 2025 — *MAGIC Spell Studios*

Technical Excellence — *Experiential Development & Games Expo at RIT 2024*

Experimental Award (Finalist) — *RPI GameFest 2023*