Xander Goodwin

(203)-917-8051
xcg2903@rit.edu
GPA: 3.73

EDUCATION

Rochester Institute of Technology — *Bachelor of Science*

AUGUST 2019 - AUGUST 2023

Game Design & Development
Minor; 2D Studio Arts

GAMES & PROJECTS *See Portfolio for more information*

Rope Tool (Oct 2021-Present)
2D space adventure that requires the player to pick up and attach rockets to their ship using a grappling hook. This project is being expanded through IGM's Production Studio class; I have recruited new members to work on AI, UI, Level Design, Narrative, and Music/SFX

Wizard Frog (Nov 2022-Dec 2022)
3D character modeled in ZBrush, rigged in Maya, and textured in Adobe Substance Painter.

Sunken Ship: Far From Home (Jan 2022-Apr 2022)
Underwater exploration/combat game developed with a team of four in Unity. Utilized agile development techniques (sprints, milestones, task boards, team standups, etc.).

Caravan of Cards (Sep 2021 – Nov 2021)
Worked in a team of five to design and write an 80+ page tabletop RPG book. This book features over 20 original art pieces I worked on, each based on abilities I designed.

EXPERIENCE

Rochester Institute of Technology — *Teaching Assistant*

AUG 2022 - MAY 2023

I assisted with both the introductory C# class and the introductory Unity class
- Graded major programming assignments with detailed feedback
- Answered student questions about programming concepts to help them better understand issues they faced
- Reviewed and offered feedback on game design documentation
- Assisted with general debugging and Visual Studio issues

iD Tech — *Online Instructor*

MAY 2021 - AUGUST 2021

During my summer at iD Tech Camps I taught students ages 10-19 how to design and develop games in Unity, JavaScript, and Roblox
- Reviewed and prepared to teach daily lessons on how to program, design, and develop a working game
- Provided more knowledgeable students with advanced instruction
- Consistently had to problem solve and debug students errors live

SKILLS

Unity C# (5 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 (4 years)

Photoshop, Illustrator (2 years)

Game Design

LINKS

Portfolio
https://people.rit.edu/xcg2903/portfolio/

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

Itch.io
https://xandergoodwin.itch.io/rope-tool

GitHub
https://github.com/xcg2903

Sketchfab
https://sketchfab.com/xcg2903