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

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*

AUG 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

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

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*

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

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