

## PORTFOLIO

[people.rit.edu/ajb3561](http://people.rit.edu/ajb3561)

## QUALIFICATIONS

### SKILLS

Leading and working in teams of varying size and skillsets to create cross-disciplinary projects pertaining to Game Design and Development. Real world problem solving and application debugging. Curious, creative, and willing to learn new concepts and their practical applications. Solid writer with strong grasp of conventions.

### SOFTWARE/LANGUAGES

*Programming:* C++ and C# - Microsoft Visual Studio, Java - Eclipse  
*UI/UX Design:* Adobe Photoshop  
*Modeling:* Autodesk Maya  
*Web:* HTML & HTML Canvas, CSS, JavaScript, some JQuery  
*Game Design:* Monogame(XNA Framework), Unity 2D and 3D, Processing

## EXPERIENCE

### iD Tech Camps - Danbury, CT

Instructor, June 2016 to July 2016

Instructed students ages 12 to 17 on introductory to advanced concepts in both the C++ and Java programming languages.

Worked closely with other instructors, Health and Safety coordinator, and Camp Director to ensure a safe and fun learning environment for children ages 6 to 17

#### Key Accomplishments:

- Displayed my knowledge of programming through teaching students as well as debugging their programs to help them create projects which both they and their parents could be proud of
- Displayed personal ability to work with children of varying ages and dynamically adapt to their knowledge and behavioral levels

### RITchie's Game Room at RIT - Rochester, NY

Assistant Manager / Clerk, February 2015 to September 2016

Provided customer service to patrons of the game room, ensured smooth operations by enforcing the facility's policies, and troubleshoot equipment problems when necessary. As Assistant Manager, coordinated public events and discussed improvements and repairs with Manager and Administrative Advisor

#### Key Accomplishments:

- Provided exceptional customer service to all patrons and demonstrated my ability to adapt and respond to problems without direct supervision
- As Assistant Manager, demonstrated my organizational and time management skills when coordinating events

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY ROCHESTER, NY

Pursuing B.S., Game Design & Development  
with Dual Minor in Spanish & Creative Writing  
GPA: 3.60 cumulative (Dec 2016)

### POMPERAUG HIGH SCHOOL SOUTHURY, CT

Graduated June 2014  
GPA: 3.6 cumulative