

PROFESSIONAL SKILLS

- **Languages/Markup:** C#, JavaScript, HTML5/CSS
- **Libraries/Frameworks:** MonoGame/XNA, jQuery, Node.js
- **Development Tools:** Unity, Visual Studio, Brackets, Command-line Interfaces
- **Version Control:** Git / Git Bash
- **Project Management Tools:** JIRA, Slack, Trello, Discord
- **Other Software:** Adobe Photoshop, Adobe Premiere Pro, Microsoft Office, Maya, FL Studio, Audacity
- **Learning:** C++



CONTACT

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EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT

Rochester Institute of Technology | Expected Graduation: December 2019

WORK EXPERIENCE

DEVELOPER / COMPOSER

MAGIC Spell Studios • May 2018 - Present

- Developed and implemented features for *Fragile Equilibrium*, a side-scrolling sci-fi shoot-em-up game about balance, in Unity for Windows and Xbox One as part of a multidisciplinary team
- Optimized legacy code within a production-scale codebase
- Composed and produced original soundtrack in FL Studio

TEACHING ASSISTANT

Rochester Institute of Technology • January 2018 - Present

- Helped teach, debug, and grade student work in Game Development & Algorithmic Problem Solving I and II - C#-centric courses with a focus on the learning and application of various data structures and algorithms for video games

JUNIOR TECHNICIAN

RIT Tech Crew • August 2015 - December 2017

- Worked in team sizes ranging from 2 to over 30 people to provide sound and light reinforcement for a variety of on-campus activities and events
- Learned and applied skills in signal flow, audio mixing, and lighting

PROJECTS

AURUM KINGS

October 2017 - June 2018

- Aided in UI/UX design as well as audio and level design for a medieval-themed couch-competitive game for up to 4 players consisting of various game modes in Unity for Windows, Mac, Linux, and Xbox One
- Composed and produced original soundtrack in FL Studio
- Published on Steam
- bit.ly/aurumkings-steam

DIRIGIBLE DERBY

March 2018 - April 2018

- Designed and developed a lighthearted-themed couch-competitive game for up to 4 players built in Unity for PC within a small multidisciplinary team
- Gameplay Programming, UI/UX Design and Implementation, Soundtrack Composition

QUERYMTG

May 2018

- Utilizes Andrew Backes' *Magic the Gathering* API to get playing card information and visually display returned JSON data
- Created and implemented a Node server with features such as server-side parsing for sorting/organizing results depending on user-provided search flags
- Previously hosted on Heroku, currently self hosted on personal server querymtg.rowanwaring.com/