

Objective: Seeking a technical co-op in game development or web development.

CONTACT

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PROFESSIONAL SKILLS

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



EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT

Rochester Institute of Technology | Expected Graduation: December 2019

WORK EXPERIENCE

GAME DEVELOPER & COMPOSER

MAGIC Spell Studios • May 2018 - Dec 2018

- 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. Team Size: 5-9
- Aided in the design & development of gameplay systems and elements
- Optimized legacy code within a production-scale codebase

TEACHING ASSISTANT

Rochester Institute of Technology • Jan 2018 - Dec 2018

- 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 • Aug 2015 - Dec 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 [more at rowanwaring.com](https://rowanwaring.com)

B:/CONNECTED

September 2018 - Present

- Designing and developing an atmospheric narrative-driven 3D puzzle game about robots and artificial intelligence in Unity for Windows, Mac, and Linux. Team Size: 2
- Gameplay Programming, Design, Soundtrack Composition

PLINKO SNEK

Feb 2019 - May 2019

- A mobile game built in Unity for Android and iOS for a class project. Team Size: 4
- Gameplay Programming, VFX, Design, Soundtrack Composition

AURUM KINGS

Oct 2017 - Jun 2018

- A couch-competitive game built in Unity, launched on Steam. Team Size: 2
- Aided in Design, Soundtrack Composition

QUERYMTG

May 2018

- Utilizes Andrew Backes' *Magic the Gathering* API to get playing card information and visually display returned JSON data in a user-friendly format
- 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 website <https://querymtg.rowanwaring.com/>