Scott M. Robertson
Software Developer

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Education
Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design and Development, Minor in Philosophy
Expected Graduation August 2019
GPA: 3.2 - Dean's List Recipient (Fall 2017 - Spring 2018)

Objective
 Seeking an internship or co-operative education in software development. Available
January 2019.

Skills
Programming: JavaScript / ES6, Node.js, React.js, C#, C++, PHP, SQL
Tools: Git, Unity, VisualStudio, Adobe Photoshop, Microsoft Excel

Projects
My Financial Tracker - Node.js API and React.js web app (Nov. 2018)
- Developed financial tracking web applications using a Model-view-controller design
- API controlled logging in and account management, as well as adding transactions
- Used React.js to display dynamic views that display visualizations of transactions

Audio Visualizer - JavaScript web app (April 2018)
- Developed a 2d audio visualizer in Javascript using the HTML canvas element.
- App streams in audio's binary data, and updates the visualizer.
- Developed multiple manipulations settings for the video and audio.

Space Blaster - 2D Javascript browser game (April 2018)
- Developed a 2D shmup game in JavaScript using the HTML5 canvas element.
- Implement enemy path behavior, player controls, and sound effects.

TowAR Defense Game - Android augmented reality game using Unity (Nov. 2017)
- Member of team that developed an augmented reality Android game with 3D printed
  real life game pieces using C# in the Unity Game Engine.
- Handled the implementation and troubleshooting of third party Unity toolset;
  Vuforia.

Experience
Contractor's Assistant-Joseph Scott Contracting,Westchester NY (Summers 2014-2017)
- Assisted in daily operations and interacted with clients.
- Designed company logo and website.