

BENJAMIN GILCHRIST

OBJECTIVE

Seeking a summer internship position which will make use my programming skills

SKILLS

Java	Android Studio	Windows
C#	Visual Studio	OSX
C/C++	Eclipse	HTML
BitBucket (GIT)	Android	CSS
SourceTree	OpenGL ES	

EDUCATION

Rochester Institute of Technology, Rochester, New York
Bachelor of Science in Game Design and Development, expected May 2018

- GPA: 3.79
- Dean's List Fall of 2014
- Dean's List Spring of 2015
- Dean's List Fall of 2015
- RIT Presidential Scholarship

PROJECTS

[May 2015 – Ongoing]

Mobile game development

- Developed an app with over 70,000 downloads on the Google Play Store
Titled "Sandbox Zombies," feel free to try it out
- Used native Android with OpenGL ES

[March 2015 – May 2015]

Class game development project

- Collaborated with a group of three other students
- Built the core game loop
- Implemented collision detection and simple physics
- Developed an external level editor
- Built an intuitive character selection screen

[March 2012 – Ongoing]

Hobbyist game development

- Created several small, but complex PC games
- Purely self-motivated passion projects
- Requires constant problem solving and forethought
- All games available to view at BenGilchrist.com

WORK EXPERIENCE

[June 2013 – March 2014]

Steak 'n Shake Associate

General food service position. Worked efficiently under pressure, juggling multiple responsibilities at once.