Mitchell Heard

Game Developer

Contact

38 Names Rd.
Rochester, NY 14623
(607)661-8337
mitchheard@mail.rit.edu
mitchellheard.com

Education

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development,
Minor, Psychology
Related Courses: Game Design and Development I & II, Intro to Software Engineering, Rich Media Web App Development I, Interactive Game and Audio, Casual Game Development, Data Structures and Algorithms for Game and Simulations I & II

Key Skills

Languages: C#, C++, JavaScript, HTML, CSS, PHP
Tools/ Libraries: Visual Studio 2019, Brackets, GitHub, Unity, React, Vue, WordPress, FMOD, Photoshop, Maya
Professional Skills: Agile Method, SCRUM Process

Objective

Seeking a job in game design or development, software engineering, web design or development, or application development, where I can provide robust, functional, and reusable code for products as well as obtain experience and knowledge to help to grow and improve my skills.

Projects

Survive or Die Trying, Academic Project, Started January 2021

Led a team in designing and developing a pre-alpha game over the course of a semester. I personally completed all the work on the map, all the audio work, and worked with my team members to assist with parts of the player behavior, animal behavior, and crafting system.

Splat, Personal Project, Started June 2020

Independently creating an FPS paintball simulator game that includes a variety of weapon types and animations

Experience

May 2019-May2020
Web Development Co-op • Caldwell
Working with engineers designing and implementing web applications using HTML, CSS, and JavaScript to create online ordering systems for customers to use as well as starting the redesigning process of the company intranet

Other Qualifications

- Eagle Scout
- Graduated Magna Cum Laude
- Volunteer Firefighter