Berkley Knowles

(405) 708-2375 | bnk5901@rit.edu

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY   <u>Expected Graduation: May 2021</u>
Bachelor of Science, Game Design and Development
- Computer Science Minor
- Japanese Minor

GPA: 3.94

SKILLS:

Programming: Java, C#, HTML/CSS, JavaScript, C/C++
Software: Eclipse, Visual Studio, Unity, Photoshop, Maya, 3D Max, Unreal Engine 4

WORK EXPERIENCE:

Internship – Tinker Air Force Base Cyberspace Engineering Installation Group   <u>Summer 2019</u>

- Interned with the Cyberspace unit at TAFB learning PuTTY and coding in the command line. Worked with switches and routers.

Mentorship – Oklahoma Christian University, OKC, OK   <u>Fall 2016-Spring 2017</u>

- Mentored under Professor Jeff Price, one of the Game Design professors at the university, learning skills such as Maya, Unity, Unreal, 3DMax, and Java.
- Worked with some of his students on their video game projects including playtesting and 3D modeling.

PROJECTS:

A-MAZE-ing Marbles (Academic Video Game Project)   <u>Spring 2020</u>
- Worked in a group of four creating a mobile puzzle game in Unity.
- Acted as programming and project lead.

Steazey Slopes (Honors Academic Video Game Project)   <u>Spring 2020</u>

- Worked in a group of six creating a Unity VR skiing game. With the Coronavirus, we learned to create a VR game without a VR headset and work during difficult times.
- Acted as Art lead, managing art students who worked with the group, and programmer.

Peril in the Pizza Palace (Academic Video Game Project)   <u>Fall 2019</u>
- Worked in a group of five creating a 3D satirical Horror pc game.
- Acted as team coordinator, lead artist, and level/world designer.

Breakaway (Academic Video Game Project)   <u>Spring 2018</u>

- Worked in a group of four creating a side-scrolling endless runner in Visual Studio Monogame.
- Acted as lead scheduler, programmer, and an artist for the group.

ACTIVITIES:

Honors Program, member   <u>Spring 2018-Current</u>