

# Robert Bowden

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## EDUCATION

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### New England Institute of Technology, East Greenwich, RI

Bachelor of Science Degree – Video Game Development and Simulation Programming (09/2018)

- Cumulative GPA: 3.45, Earned Dean's List 2x

Associate in Science Degree – Video Game Development and Simulation Programming (03/2017)

- Cumulative GPA: 3.58, Earned Dean's List 3x

## SKILLS

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- Skills and training in Virtual Reality -VR
- Strong problem-solving skills. Logical thinker.
- Excellent team collaboration skills. Able to communicate effectively and precisely.
- Consistently meets and exceeds deadlines. Reliable, dedicated, focused.

**Languages:** Proficient in: C++, Java, C#. Familiar with: HTML, CSS, SWIFT, Node.js

**Software:** Proficient with: Visual Studio, Unity 3D, Notepad++. Familiar with: 3DS Max, Adobe Suite

## PROJECT WORK

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### Sr. Project: Title: Project 7 Breakout

2018

- Collaborated with a team of 4 to create an action game. I conceptualized the idea and pitched it to the team. Served as the Lead Programmer for the project.
- I created the majority of the combat mechanics for the game and created the gameplay, using Unity3D and C#.
- Worked well with the team and earned an "A" for the project.
- The instructor mentioned that it was "*one of the best games that has been created as a senior project at the college.*"

### Pleiades Defense (Capstone Project for Associate Degree)

2017

Group Project.

- Handled all of the programming for the project, including gameplay, UI, and enemy AI.
- Made in Unity3D and C#.

## WORK EXPERIENCE

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Beach Day Studios, Remote

Oct 2019 – Sept 2020

### DevNet Game Developer

- Developed a variety of prototype hyper casual games using Unity3D and C#.
- Served as project lead for 2 of these prototypes.

Freelance

2017 – 2019

### Web Developer

- Developed web application and site for local startup.
- Developed using Node.js, AWS, and MongoDB.

McDonald's, Bangor, ME & Warwick, RI

2013 - 2017 (two locations)

### Crew Member

- Earned **Crew Member of the Month**: February 2017.
- Maintained high standards of customer service during high-volume, fast-paced operations.
- Followed procedures for safe food preparation, assembly, and presentation.

The Maine Game, Bangor, ME

2014 – 2015

### Game Programmer

- Developed a suite of space related educational games for The Maine Discovery Museum.
- Chosen for this project because of academic excellence. Developed using Unity 3D and C#.