IAN SWITAJ

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OBJECTIVE: A full-time or internship position in software development, particularly in the area of game programming/development. Available post-May 2014.

EDUCATION:

Rochester Institute of Technology   August 2010-Present, Expected May 2014
B.S. Game Design and Development   Dean's List: All Quarters
Minor: Computer Science
GPA: 3.87   Professional GPA: 4.0

SKILLS:

Programming Languages: C++, HTML, CSS and JavaScript/jQuery (1.5 year familiar), Objective-C, C#, Actionscript 3.0, Java (familiar), SQL (0.5 year, familiar), Python (some experience), Pascal

Operating Systems: Windows 7/8/Vista/XP, Mac OS X (familiar)

Development Tools: Microsoft Visual Studio 2010/2012, SQL Server Management Studio 2008, Team Foundation Server 2010, Adobe Flash Professional CS5, Unity, MySQL (Queries)

Software: Microsoft Word, Excel, PowerPoint

Other: Handles many responsibilities and desire to learn necessary skills. Works effectively and efficiently with co-workers. Adheres to and accomplishes tasks by the deadline.

PROJECTS:

Search, Find, Discover (2013): Web game developed alongside fellow interns at MITRE in order to gamify the learning experience of best practices in utilizing the newly deployed company search engine. Designed the UI, database, flow, and client-side functionality of the game. Developed using JavaScript, HTML5, CSS, and some PHP.

Kerknockers (2013): 3-D party game developed using C++ and DirectX 11. Responsible for integrating PhysX 3.1 as the game's physics engine to work alongside game's graphics and controls. Part of team of six.

Steel Racer X (2011): Co-led the development of a basic platform racing game using XNA 4.0 which implements both single and multiplayer gameplay to incorporate platforming elements of a Mario game with the competitiveness of a racing game.
Developed the map editing tool used to create the levels and created the classes which read the data from the designated text file and stored the appropriate tiles in arrays to be used in algorithms for the purpose of scrolling the level and collision detection.
 Assisted in development of collision detection and state machines for player movement.

EXPERIENCE:

Viewpoint Construction   **King of Prussia, PA**
Software Engineer Co-op   **January 2014-Present**
● Design and develop software applications which provide a user interface to Maxwell's products.
● Design and develop applications to support prototyping, design verification and functional testing of products.

The MITRE Corporation   **Bedford, MA**
Technical Software Intern   **June 2013-September 2013**
● Integrate next generation collaboration technologies into new capability demonstrations
● Support innovation work program to realize a technology vision in areas such as, real-time collaboration, and future worker support systems
● Develop applications and prototypes

HONORS/ACTIVITIES:

●Eagle Scout Award (2010)
●National Honor Society/RIT Honors Program (2008-Present)
●IGM Honors Co-Representative for GCCIS Honors Committee (2012-Present)
●GDC Game Narrative Review Analysis and Poster Competition **-** Gold Winner (2014)
●RIT Track and Field Captain (2013-Present); Sprinter on the RIT Track and Field Team (2010-Present)
●West Perry High School Class of 2010 Salutatorian (GPA: 99.4)
●Patriot News Best & Brightest recipient (2010)
●Interests include gaming, reading, and working with computers