

Gregory Bednarowicz

86 West 26th Street Apt 4
Bayonne, NJ 07002
Cell: 908 838 8840
gmxgbednarowicz@gmail.com

Summary

Interactive media developer pursuing a cooperative educational position in software development. Available May - December 2017

Education

Rochester Institute of Technology
Bachelor of Science in Game Design and Development
Rochester, NY 14623

Expected: May 2018
Honors: Dean's List all terms
GPA: 3.7/4.0

Skills

Programming Languages: C++, C#, HTML, Javascript
Software: Visual Studio, Autodesk Maya, Unity3D, Microsoft Office
Foreign Language: Polish, German (intermediate written and spoken)

Ability to handle many responsibilities. Desire to learn new skills to work effectively and efficiently. Excellent oral and written communication skills.

Projects

Wacky Warriors: Worked in a team of 6 to create an RPG board game. I worked on the balancing and the implementation of mechanics/ideas.

Flatoon: A 2D game created in Canvas and written in Javascript. It is a simple version of 2D Splatoon-like that plays in a browser.

Level Design - Unreal Tournament: Worked with a teammate over the course of 4 weeks to learn the Unreal Tournament Editor and create a level.

B.I.R.B: Worked with 3 other teammates to create a game using OpenGL. I programmed spawning targets and implemented movement based on quaternions.

Experience

RIT Print/Postal HUB 2015-
Preparing, packaging, and delivering parcels to on campus customers.

Construction 2013 – 2014
Physically demanding construction and demolition of buildings in the summer.

Tutoring 2011 – 2013
Worked with students who were struggling with math and physics