

Michael Cooper

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SKILLS:

- Languages: C#, C++, Java, Javascript, HTML, CSS
- Tools: Visual Studio 2012-2015, Eclipse, Unreal Engine 4, Unity 4, Git, JIRA, Photoshop CC, Maya

PROJECTS:

- Fragile Equilibrium (Fall 2016)
 - Worked in a 12+ sized team to make a Javascript side-scrolling shoot 'em-up. Acted as a general programmer. Implemented several gameplay systems including player weapons, the screen "sharding" system, sounds, and dynamic environments. Used JIRA to keep track of tasks.
- Gravity Game (Nov. 2015 Hackathon Winner)
 - Created a platformer game during a 36 hour hackathon in Unity on a team of four. Players navigate by changing the direction of gravity for the platforms. Acted as gameplay programmer, implementing the gravity system. Designed the first eight levels.
- Outpost 26 (Spring 2015)
 - Worked on a team of six to create a game for Unreal Engine 4. Acted as level designer and level artist. Developed the layout, most of the assets, and the level using Unreal's Blueprint.
- Billy's 3D Billiards (Fall 2015)
 - Worked on a team of four on a Billiards physics game in a custom engine made with C++ and OpenGL. Programmed the Billiards gameplay. Worked on the physics and collision systems.

EXPERIENCE:

- Virtual SurgerySIM Inc. – Remote: VR Developer/Unreal Developer Intern – Spring 2016
 - Worked in the Unreal Engine 4 environment to make a VR medical training application.
 - Designed and built the user experience using C++ and Blueprints.
 - Used the Oculus Rift (Development Kit 2), HTC Vive, and Leap Motion.
- iD Tech Camps – Garden City, NY: Lead Instructor – Summer 2014, 2015, 2016
 - Taught students ages 10-17 Unity with C#, Java, Maya, and Minecraft Design/Programming.
- Rochester Institute of Technology: Teaching Assistant – Spring, Fall 2016
 - Assisted with course on Level Design.
 - Critiqued and graded level design projects.
 - Gave technical help in various homework projects.

EDUCATION:

- Rochester Institute of Technology: Rochester, NY – Expected May 2018
 - GPA: 3.99/4.00 – Dean's List all terms
- Bachelor of Science in Game Design and Development
- Minor in Economics, Political Science, and Management Information Systems

HONORS/ACTIVITIES:

- RIT Presidential Scholarship Recipient, IGM Student Ambassador
- Clubs: Science Fiction, Fencing, Swing Dancing, Model UN