

Aaron Romel

aaronromel.com

(585).364.8733 aromel8838@gmail.com

EDUCATION

2014 - 2017 B.S. Game Design and Development
Concentration: Math
GPA: 3.94
Rochester Institute of Technology, Rochester, NY

SKILLS

Web:

Angular 2/4, React, NPM, Babel, Webpack, JavaScript/ES6, HTML/CSS, SASS/SCSS, jQuery, NodeJS, Websockets

General Software Development:

GIT version control, C# and C++ development in Microsoft Visual Studio. C development in Unix environment with exposure to vim, gcc, make, gdb and valgrind.

EXPERIENCE

- June 2017 - Present *Front End Web Dev Intern, Forbes Media*
Work in a team implementing front end UI and features of web application developed using Angular. Gained experience and knowledge of Angular CLI, git version control, and unit testing using Jasmine in a production environment.
- Jan 2016 - May 2017 *Teaching Assistant, School of Interactive Games and Media, RIT*
Provide assistance to professors during lectures. Tasks include grading and answering student questions during class work time. I have been a TA for the following courses: Rich Media Web App Development II, C# Programming for Interactive Developers I and II.
- Jan 2016 - Oct 2016 *Unity Developer, MAGIC Center at RIT*
Responsible for developing and implementing game mechanics for educational adult literacy game targeting Android. Programmed gameplay logic, menu transitions and tutorial sequences using C# in Unity.

AWARDS

- 2017 *RIT Outstanding Undergraduate Scholar, RIT*
Honors the top 1% of students that are able to maintain a record of academic excellence while also giving back to their community through civic or volunteer work, conducting research, or being engaged in co-op or work in their field of study.
- 2014 - Present *Dean's List, Golisano College of Computing and Information Sciences, RIT*