

Reuben Brenner-Adams

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reubenbrenneradams.com

Skills

- **Relevant Areas of Expertise:** C#; Unity; Game Development
- **Programming and Markup Languages:** C++, C#, CSS, GLSL, HLSL, HTML; Java; JavaScript; JSON; Processing; Python; XML
- **Engines and Tools:** Git; JIRA; jQuery; OpenGL; Node.js; Pygame; Unity; Unreal Engine 4
- **Software:** Adobe Acrobat, Audition, Flash, InDesign, Photoshop, Premiere; Audacity; FileZilla; GitHub; Perforce; SourceTree; Trello
- **Spoken Languages:** English (native); Spanish (five years)

Work Experience

Center for MAGIC, Rochester, NY	Student Researcher	January 2016 – Present
Project management for an NEH-funded digital card game based on legal codes in 12 th century North Africa		
Smithsonian Institution, Washington, DC	Digital Media Intern	June – August 2016
Game designer and developer for K-8 Smithsonian Science Education Center games for NGSS curricula		
Center for MAGIC, Rochester, NY	Student Researcher	December 2015 – May 2016
UE4 developer and PR manager for an educational horror game based on Gilman's "The Yellow Wallpaper"		
Nemesys Games, Budapest, Hungary	Programming Intern	January – May 2015
C# and Unity3D developer for new and ongoing PC, PS4, and Xbox One games projects		
Ithaca College, Ithaca, NY	Research Intern	June – August 2014
Designed and developed a Kinect-based minigame in C# and Unity3D for use in physical therapy		

Education

Rochester Institute of Technology, Rochester, NY

- Combined Bachelor/Master of Science, Game Design & Development (degrees anticipated May 2017)
- Current GPAs of 3.95 (undergraduate) and 4.00 (graduate)
- Outstanding Undergraduate Scholar, April 2016
- Honors Program, August 2012 to present
- Dean's List: Fall 2012 to present
- Varsity Baseball: Pitcher, 2012-2013 season; Assistant to the Coach, 2013-2014 season
- Dodgeball Club: Member, Fall 2013 to present; Executive Board Member, Fall 2014 to present

Projects

Gloom Box [Working Title]	August 2016 – Present
Production lead, game designer, and developer for a music-driven C# and Unity2D platformer	
Aquation	June – August 2016
Game designer and developer for a digital strategy game to teach 5 th graders about global water trade	
Pixalto	November 2015 – May 2016
Lead developer and game designer for a C# and Unity2D platformer designed to promote nonviolence	
Death Squadron [Working Title]	January – May 2015
Developer for a shoot-'em-up game utilizing Warhammer 40,000 IP in C# and using Unity3D	