JACK CARRIG

CONTACT

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🏠 New York

in [Jack Carrig]

TECH SKILLS

PROGRAMMING LANGUAGES

C++

C#

JavaScript

SOFTWARE

Unity

FMOD

Reaper

Krita

Blender

GIT

Microsoft Office

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
Golisano College of Computing and Information Sciences
Bachelor of Science, *cum laude*
Game Design & Development
May 2022

OBJECTIVE

Innovative, creative, and team-minded game designer and programmer graduating from RIT in 2022, with extensive knowledge in C#, C++, Unity and JavaScript/HTML/CSS. Looking to leverage my gameplay programming experience, as well as my knowledge of web programming and 3d modeling, into a programming position.

WORK EXPERIENCE

WEB PROGRAMMER AND VIDEO PRODUCER
Chapters Community Support Services | Spring 2022 - Present
Work as a programmer creating and styling client website. Working with production team in studio & on location; filming, broadcasting, and editing TV and radio shows on various media outlets.

WEB CONTENT PROGRAMMER
OpenText, Inc | Spring 2022
Worked as programmer creating and styling client websites. Worked with a team and learned the company's custom software to convert client websites to our management system.

WEB DESIGNER AND PROGRAMMER
RIT MAGIC Studios | Spring 2021
Worked as a web designer and programmer on the Changeling VR project at RIT MAGIC spell studios. Created interactive web pages and games. Worked with JS libraries such as Vue, Three.js, and cannon.js.

PROGRAMMING PROJECTS

UNIT 07 | WINTER 2023
Led a team to create and entry for the Metroidvania Month game jam. I also acted as the team's programmer, designing and implementing the player's movement and abilities, and various game systems like save/load and room loading and transitions.

BATTLE BLIMPS | SPRING 2022
Worked with 1 other programmer to create a prototype 50-player battle royale. Worked mostly on the cannon aiming and firing mechanics, and wind affecting the cannonballs in flight.

ASTEROIDS | FALL 2019
Recreated the 1979 game Asteroids in C# using Unity. Programmed tracking of asteroid/player position and movement, determined point gain and loss, and when player has lost the game. In Spring 2020 updated game to add sound using FMOD studio.

SHELLSTREAM | FALL 2019
Developed browser-based game for Chrome using Javascript and PixiJs graphics library. Created command line style input and parsing for user input, with user input as string converted into actions in the game.