

# David Robitaille – Gameplay Programmer

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## Education

MICHIGAN STATE UNIVERSITY  
EAST LANSING, MI

*Media and Information, Computer Science, Game Development (Expected graduation Dec 2020)*

- GPA: 3.97
- Relevant Course: Game Design and Development Minor courses, Advanced Game Development, Software Design, Algorithms and Data Structures
- Award And Honor: Dean's List, MSU Honor's College Student, International Baccalaureate (IB) Diploma Recipient, Phi Sigma Theta National Honor Society Member
- Extracurricular Activity: MSU Spartasoft Game Dev Club, MSU Overwatch Club

## Professional Experience

MSU GAMES FOR ENTERTAINMENT AND LEARNING LAB, EAST LANSING, MI

*Programmer, Mar 2019 – Present*

- Collaborate with artists, designers, and other programmers to create games for various clients using the Unity Engine
- Create versatile and scalable game systems in C#
- Make the development process easier for teammates through intelligent software design and the development of tools
- Projects include: Island Saver (iOS, Android), Plunder Panic (Nintendo Switch)

## Additional Skills

- Developing games in the Unity Engine
- C# / C++ / Python
- Strong game design knowledge
- Agile and Scrum development mentalities

## Portfolio

[www.davidrgames.com](http://www.davidrgames.com)