

Trenton Plager

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Objective

Seeking an intern/co-op position in software development utilizing strong skills in object-oriented programming during summer 2021

Education

Rochester Institute of Technology (RIT) Rochester, NY
Master of Science in Game Design and Development Expected May 2022
Bachelor of Science in Game Design and Development Expected May 2022
Minors – Entrepreneurship, Modern Language - German **GPA: 3.97**
RIT Dean's List Recipient Fall 2017-Present

Featured Projects

- Reincarnation (Small Group Project) – Developer January 2021
- 2D Shoot 'Em Up created in 1 week using C# and Unity for Global Game Jam
 - Communicated with 3 students from Japan to create a game around the theme "Lost & Found"
 - Programmed enemy, boss, and projectile behavior according to design specifications
- Cooked to Catastrophe (Small Group Class Project) – Project Lead September-December 2020
- Educational cooking game created using C# and Unity
 - Designed and implemented UI elements to represent the game's pantry
 - Scheduled meetings and organized tasks among team members to promote efficiency
- Dungeons & Dragons Class Choice Visualizer (Class Project) – Solo Developer March-April 2020
- Data visualization to display player class choice in D&D using JavaScript and d3.js
 - Programmed data handling and data display methods to show data in an interesting manner
 - Designed interactions to allow for further, more detailed, visualization

Skills

Programming Languages: C#, Java, C++, JavaScript, HTML, CSS
Tools: Unity, MonoGame, Visual Studio, Unreal, IntelliJ, Node.js, Bootstrap, d3.js, Vue.js, Maya

Work Experience

- Software Engineer Intern – Charles River Analytics, Cambridge, MA May-August 2020
- Assisted in developing a training simulation using the Unity 3D game engine and C# in a team of 3
 - Programmed a project agnostic performance tracking system allowing developers to input any number of metrics and the types corresponding to those metrics and expect a decimal output
 - Designed an "After Action Report" allowing students and instructors to see current and historical data output by the performance tracking system
- Research Intern – National Science Foundation – Research Experience for Undergraduates in Immersive Media Computing – Georgia State University, Atlanta, GA June-July 2019
- Designed and developed a virtual reality experience of solitary confinement using the Unity 3D game engine and the SteamVR plugin
 - Programmed behaviors including time-based scene changes and user interactions with surrounding objects
 - Collaborated with faculty supervisors and advisors as well as peer advisors in order to improve the project and learn more effective design techniques

Activities

Department of Interactive Games and Media Student (IGM) Ambassador August 2019-Present
Eagle Scout Award 2015