## **Beau Marwaha**

bcm2463@rit.edu https://www.linkedin.com/in/beaumarwaha (301) 569-3599 https://github.com/BeauMarwaha 9111 Brien Pl, Frederick, MD http://beaumarwaha.com/

**OBJECTIVE:** To obtain a cooperative education position using my software and game development

abilities. Available for any period after the end of May 2017.

EDUCATION: Rochester Institute of Technology Rochester, NY

**Bachelor of Science in Game Design & Development**RIT Presidential Scholarship

GPA: 3.89/4.00

Dean's List: Fall 2015 - Fall 2016

**SKILLS: Programming/Web Languages:** C#, Java, HTML5/CSS/JavaScript

Software: Visual Studio, Unity, Maya, Photoshop, NetBeans, MonoGame, Photoshop

**Source Control:** Git

Other: Excellent time management skills, Experience with team leadership, Able to

work effectively with team members, Excellent communication skills

PROJECTS: Animal Stackers November 2016 – Current

 Worked as a UI/General Programmer in a 3-person team to develop and program a 3D geometric animal stacking game

- Used real time physics to control overall stack integrity and piece stability
- Used the Unity 5 engine with scripts coded in C#
- Awarded Best 3D Game Play at the 2016 RIT ImagineCup Hackathon

Asteroids Reloaded November 2016

- A solo project reimagining of the original 1979 game of asteroids
- Used custom vehicle movement and collision detection to control all characters in the game
- Used the Unity 5 engine with scripts coded in C#

Mascot Mayhem January – May 2016

- Worked as project lead in a 4-person team to develop and program a 2D turn based strategy game
- Used the XNA-based software MonoGame to assist in building the project
- Used the C# language in Visual Studio.

**EXPERIENCE** & ACTIVITIES:

Dream Dinners Urbana, MD

Dishwasher June 2011 – August 2015

Worked part time for a continuous period of over 4 years

Eagle Scout (Boy Scouts) 7 Years, Earned April 2015

Held multiple leadership positions including Assistant Senior Patrol Leader