

Justin Neft

jbn5379@g.rit.edu

<https://www.linkedin.com/in/justin-neft-49b99a170/>

Objective: To learn more about software development and user-experience design.

Education

- **Rochester Institute of Technology (RIT), Rochester, NY** May 2022
Bachelor of Science: Game Design and Development
Minors: German, Creative Writing
GPA 3.8
- **German B2 Language Certification** Earned June 2018

Skills

Programming Languages: C#, Java, Python, C++, HTML, CSS, JavaScript, Ruby, SCSS, SASS

Software: Adobe Photoshop, Maya, Unity, Nandek, Squib, Adobe Premier Pro, Monogame

Foreign Language Ability: Fluent in German (written and verbal)

Current Projects

- ***Lost and Found Game, MAGIC Spell Studios for RIT*** Sep 2018 – Present
 - Game Designer: Write game rules, text for cards, and conduct play tests for iterative design of the game.
 - Web Developer: Maintain and edit website to stay up to date with events and products.
 - A co-operative educational card game (see <https://people.rit.edu/oagigm/lostandfoundthegame/> for additional details)

CITI Certified (Human Centered research) for work on this product Nov 2018
- ***RSP: Adventures in Entering Rock, Paper, Scissors (academic project)*** Feb 2018 – Present
 - Project Manager: Ensure team members meet goals and deadlines; maintain communication to ensure proper division of tasks
 - Developer: Develop file-reading system so the game can be data-driven
 - Designer: Design central mechanics and ideas for the game, co-develop the narrative
- ***Adventures in Vulpen, (personal project)*** Nov 2018 – Present
 - Developing small text-based adventure game, inspired by Zork.
- ***Speed: The Game (academic project)*** Nov 2019 – Dec 2019
 - Designer: Designed layout of website to be clean and easy-to-use for users.
 - Developer: Wrote HTML & CSS to be accessible to technologies like screen readers and developed the game with PixiJS library to be efficient and run at a stable 60 FPS on all devices.

Extracurricular Activities

- **Dungeons and Dragons** Sep 2014 – Present
 - A social game that encourages teamwork and creative problem solving. Allows for small areas where game design can seep in, as one designs classes and player rules or challenges for players to overcome.
- **Esports Club** Sep 2018 – Feb 2018
 - A place to keep up to date with esports competitions, learn how to produce professional videos and learn how to commentate/cast for games.