

GREGORY CARROBIS

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Permanent Address

3841 Northpoint Drive, Marietta GA 30062

EDUCATION: **Rochester Institute of Technology** **Rochester, NY**
Bachelor of Science in Game Design and Development **Graduated May 2017**

SKILLS: **Programming Languages:** C#, C++, Java, Android XML, HTML5
Development Software: Unity 4 and 5, XNA, Android Studio, Unreal Engine 4, Arduino, Processing, Microsoft Visual Studio 2015, Eclipse
Other Software: Autodesk Maya, Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Audacity, Ableton Live

EXPERIENCE:

Zynga **Rochester, NY**
Associate Game Designer **12/16 – 6/17**

- Remote 6 month Contract through ZeroChaos
- Design and Review Levels for the Match 3 game “Wizard of Oz Magic Match”

Zynga **Carlsbad, CA**
Game Design Intern **8/16 – 10/16**

- Design and Review Levels for Match 3 Games
- Write and critique spec documents on new mechanics for Match 3 Games

Viewpoint Construction Software **Plymouth Meeting, PA**
QA and Automated Testing Intern **6/15 – 8/15**

- Capture Screen UIs and then implement screen captures in automated tests
- Convert existing tests from Visual Basic to C# framework and write new tests

PROJECTS:

- **Action RPG Team Entry for NYS Game Challenge;** Mechanic Designer, Writer, Gameplay Programmer, and Assistant Producer, 8 person group
- **Hybrid Mobile and Analog QR Code boardgame;** Project Lead, Analog design, and Android Studio xml and Java, 4 person group
- **Mobile Turret Accelerometer game;** Gameplay Programmer and UI Designer in Unity, 4 person group
- **Top-down Stealth Adventure Game demo;** Project Lead and 2D shaders in XNA, 6 person group
- **Asymmetrical Multiplayer Cyberpunk Heist Board Game,** 5 person group

HONORS/ACTIVITIES:

- Graduated Cum Laude
- Cyborg Theory
- RIT Players
- Amateur Metalworking, Professor Supervised

REFERENCES: Upon request