Eli Cheramie

(502)-542-2043 | elicheramiegd@gmail.com
https://people.rit.edu/ecc7341

Objective

Seeking a co-op or internship centered on: Available May 2022-September 2022
- Software, game, or web development using OOP based programming and web-based tools

Education

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2024
Bachelor of Science Degree, Game Design and Development   **GPA: 3.59**

Skills

Programming Languages: C#, C++, Java, Javascript, HTML, CSS
Programming Tools: Visual Studio 2019, VS Code, Unity, Angular, MonoGame
Multimedia Tools: Photoshop/GIMP, Kdenlive, Audacity, MS Office Suite

Projects

Life Finds a Way (Academic/Personal Project)

Programmer and Designer   Mar - May 2021
https://cajunwildcat.itch.io/life-finds-a-way
- Developed a 2D platformer using MonoGame in a group of 4
- Created an external level creator program to facilitate quick level implementation.
- Implemented level navigation and management, as well as maintained code quality and consistency.

Lanterns of Luskan Housing Calculator (Personal Project)   Feb - Apr 2021

Programmer and Director
https://github.com/cajunwildcat/Lantern-Housing-Guide
- Developed a windows forms tool to calculate the cost of building a house for a D&D group.
- Used pre-existing documentation for the costs of every building option and addon.

Work Experience

Papa John's   July - Aug 2021
Delivery Driver   Georgetown, Kentucky
- Provided quick and safe delivery to customers and maintained company image as the only employee most customers would see.
- Always completed personal store duties before leaving, even if it meant staying late.

Seeds of Judgement

Programmer and Designer   *Jan 2022 - Present*
- *https://store.steampowered.com/app/1869870/The_Cartomancy_Anthology/*
- Developing a game centered around the Judgement major arcana on 1 of the 24 teams
- Spearheaded gameplay design and flow with major consideration of deadline feasibility