Xander Goodwin

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EDUCATION

Rochester Institute of Technology — *Bachelor of Science*

AUGUST 2019 - AUGUST 2023

Game Design & Development — GPA: 3.73
Minor; 2D Studio Arts

GAMES & PROJECTS *See Portfolio for more information*

Rope Tool (Oct 2021-Present)
Rope Tool is a 2D physics-based adventure game where you collect rockets and attach them to your inoperable junkyard spaceship (with the help of a grappling hook!). After creating a proof of concept I was able to recruit new team members through RIT's Production Studio class. Our team was nominated for the Experimental Game Award at RPI GameFest 2023 and won the Technical Excellence Award at RIT's EDGE Showcase in 2024. Progress has continued smoothly since and the team now consists of ten members.

DirectX Graphics Engine (Sep 2022-Dec 2022)
Over the course of the semester we learned how to render, move, texture, and add lighting to 3D objects using DirectX APIs. Building this engine required a solid understanding of matrix and vector math. I also implemented shadow mapping and skybox blending.

Caravan of Cards (Sep 2021 - Nov 2021)
I worked in a team of five to design and write an 80+ page tabletop RPG book. This book features over 20 original art pieces I worked on, each based on abilities I designed.

EXPERIENCE

Summer Night Studios — *Gameplay Programmer, 3D Artist*

MAY 2023 - JAN 2024

Filling both artistic and development roles while working on an upcoming indie title
- Programmed AI enemies that would interact with the player character
- Sculpted, rigged, textured, and animated a 3D character based on concept art
- Designed the layout and progression of the game's primary level
- Applied studio arts knowledge to create stylized moonlit lighting
- Prototyped various different ideas for the moth player controller

Rochester Institute of Technology — *Teaching Assistant*

AUG 2022 - MAY 2023

I assisted with both the introductory C# class and the introductory Unity class
- Graded major programming assignments with detailed feedback
- Answered student questions about programming concepts
- Reviewed and offered feedback on game design documentation
- Assisted with general debugging and Visual Studio issues

iD Tech — *Online Instructor*

MAY 2021 - AUGUST 2021

During my summer at iD Tech Camps I taught students ages 10-19 how to design and develop games in Unity, JavaScript, and Roblox
- Reviewed and prepared daily lessons on how to program and design a working game
- Consistently had to problem solve and debug students errors live

SKILLS

Unity C# (6 years)

C/C++ (2years)

DirectX11/OpenGL (1 year)

Unreal Engine (1 year)

Maya, ZBrush, Blender
(2 years)

HTML/CSS/JavaScript
(2 years)

Git/Version Control
(4 years)

Photoshop, Illustrator
(2 years)

Game Design

LINKS

Portfolio
https://xcg2903.github.io/

LinkedIn
https://www.linkedin.com/in/xander-goodwin-2268791b7/

Itch.io
https://xandergoodwin.itch.io/rope-tool

GitHub
https://github.com/xcg2903

Sketchfab
https://sketchfab.com/xcg2903