


Herman McElveen

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Master's student studying Game Design & Development with prior work experience teaching Game Design. Seeking a full-time position in your company to gain more knowledge of industry practices. A dedicated worker aiming to achieve company goals and take more responsibility as quickly as possible.

Education

EXPECTED: MAY 2020

Master of Science, Game Design and Development / Rochester Institute of Technology (RIT), Rochester, NY

GPA: 3.47

Work Experience

JUNE 2019 – AUGUST 2018

Tech Start Intern / Liberty Mutual, Portsmouth, NH

Joining onto an already established agile team. Tech Start Interns are tasks with the job of getting up to speed with tools and processes. While contributing to the team and delivering products to the company. As a intern, the product that I helped develop will be used by many people inside and outside of the company.

JUNE 2018 – AUGUST 2018

Lead Instructor / iD Tech Camps, Villanova, PA

Taught students by expanding their ideas and creativity. Also supervised them and made sure they absorbed all the material well enough to apply it in a constructive way. Encouraged employees to work to their fullest potentials and assisted with any issues when necessary.

Skills

- **Programming Languages:** C++, JavaScript, C#, HTML/CSS
 - **OS/Extensions:** MS Windows, Android, Fungus, Vuforia Augmented Reality SDK
 - **Game Engines:** Unity, Unreal4, AWS Sumerian
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Project Experience

JANUARY 2019 – MAY 2019

The Gristmill / Academic Project

Aided in the production of a turn-based man vs. nature strategy card game. The goal of this project was to improve my design and animation skills. While also getting a feel of what it was like to develop a thesis level product. My role on this project was 2D animator and menu handler.

SEPTEMBER 2018

The Archive / Personal Project

Designing and developing an augmented reality experience using the Unity Vuforia SDK. The drive for this project is to merge different skills together, to show a diversity of talents and interests, while gaining increased knowledge of many development and design elements.