

# Robert Russo

Computer Programmer  
Game Designer

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- OBJECTIVE** Seeking a full-time position starting in the summer of 2008 in game programming.
- EDUCATION**
- Carnegie Mellon University** Pittsburgh, PA  
*Expected to Graduate May 2008*  
**Masters:** Entertainment Technology
- Combines technology and fine arts students to help create new processes, tools, and vision for storytelling and entertainment. (<http://etc.cmu.edu>)
- Boston College** Chestnut Hill, MA  
*Graduated May 2006*  
**Major:** Computer Science B.S. **Minor:** Mathematics
- Created a recommender system for movies using various machine learning techniques applied to content-based and collaborative-based data. ([http://cs.bc.edu/research/bachelors\\_theses/2006](http://cs.bc.edu/research/bachelors_theses/2006))
  - Created a bat chasing video game using Java and OpenGL.
- SKILLS**
- Programming:** C, C++, Java, OpenGL, Python, Panda3D, Perl, Eclipse  
**Web:** Flash, Dreamweaver, HTML, XHTML, CSS, ActionScript, JavaScript, SQL, XML, PHP, JSP  
**Software:** Linux, UNIX, Mac OS, Excel, Word, Powerpoint, Access, Visio, Perforce
- EXPERIENCE**
- Walt Disney Imagineering Research & Development** Glendale, CA  
*Business Associate Intern – Media Programs* 5/07-8/07, 1/08-Present
- Developed content to test the efficiency and capabilities of Blu-ray technology.
  - Tested various platforms to determine feasibility of future projects.
- Give Kids the World: Sweet Dreams** Pittsburgh, PA  
*Programmer/Designer* 8/07-12/07
- Collaborated with Bob's Space Racers to redesign a pillow machine for a non-profit organization based in Orlando, Florida. (<http://www.etc.cmu.edu/projects/sweetdreams/>)
  - Created show control to handle various interactions and events for the machine using Python.
- Building Virtual Worlds** Pittsburgh, PA  
*Programming Teaching Assistant* 9/07-12/07
- Helped students understand programming in Python and the Panda3D game engine.
  - Set up and tested computers and hardware required to operate worlds in class.
- Project Spaceship Earth** Redwood City, CA  
*Programmer* 1/07-5/07
- Worked with Walt Disney Parks & Resorts Online and Siemens to create an educational mini-game.
  - Wrote gameplay and architecture code for "PuriFighters", a Flash game that teaches grade school children about water treatment. (<http://epcotspaceshipearth.com/>)
- Building Virtual Worlds** Pittsburgh, PA  
*Programmer* 9/06-12/06
- Collaborated in groups of four to create games or stories for guests in a two week time period using a variety of interactive platforms.
  - Created five worlds using Python and the Panda3D game engine. (<http://www.robula.com/projects.html>)
- Filangy** New York, NY  
*Site & Back-End Programmer* 5/05-8/05
- Created web site pages with JSP to inform clients of the latest updates and features.
  - Maintained Java/JavaScript programs that implemented search and community-related features.
- SMBC / JRI-America** New York, NY  
*IT Programmer* 5/04-8/04
- Wrote, modified, and tested various Perl scripts to improve efficiency.
  - Created and updated databases in SQL to make sure transactions were recorded correctly.
- INTERESTS**
- Avid video game player and movie aficionado.
  - Trained in the art of origami.
  - Enjoy playing many sports & recreational activities in my spare time, including tennis, golf, basketball, and canoe racing.