Blane Hadley

(301) 312-1226 ○ bfh1438@rit.edu ○ www.blane.ismakinggames.com ○ LinkedIn

Education

Rochester Institute of Technology – Rochester, NY
- Bachelor of Science in Game Design and Development Expected 2018

Work Experience

Pixel Academy - Brooklyn, NY   **Summer 2017 - Current**
Lead Instructor
- Follow, adapt, and create curriculum to teach children various tech skills
- Create and find example projects in related industries
- Follow and learn about new technologies and media to stay current

RIT School of Interactive Games and Media – Rochester, NY   **Fall 2016**
Teaching Assistant
- Was responsible for answering questions related to both web and game development
- Graded fairly, consistently, honestly
- Gave detailed feedback with suggestions

Gracie's Dining Hall – Rochester, NY   **2015-2016 (Student Worker Prior: 2014-2015)**
Kitchen Manager
- Organized and oversaw up to 15 employees concurrently
- Trained new staff in techniques and safety practices

Volunteering

RIT School of Interactive Games and Media – Rochester, NY   **2014 – 2016**
Student Ambassador
- Conduct tours for prospective students and their families
- Organize and attend social events for students in IGM
- Write Blog posts for IGM website

Skills

Tools & Technologies: Unity3D / Unity2D 4.x/5.x, Unreal Engine 4, MonoDevelop, Visual Studio, Eclipse, Git, Atlassian Jira, Vuforia AR SDK, Google Cardboard SDK, Autodesk Maya, Microsoft and Adobe Suites

Languages: C#, Java, JavaScript, HTML5, CSS, C++, Ruby, PHP