

Bret Black (*He/Him*)

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OBJECTIVE Seeking a position that will allow me to apply my experiences with and passion for software engineering through development and teaching in game development, web apps, desktop apps, and mobile apps.

EDUCATION Lafayette College, Easton, PA May 2016
Bachelor of Science, Computer Science *GPA 3.14 Overall, 3.30 In-Major*

RELATED SKILLS *Languages and Frameworks:* C, PHP, Java, Node.JS, HTML5/CSS, JavaScript, Vue, Laravel, Python C/C++, PostgreSQL, Ruby On Rails
Packages: Unity, Docker, GameMaker: Studio, Git, WordPress, LaTeX, Bash, Android SDK
Writing: Formal, Scientific, Blogging, Informal, Fictional, Satirical, and Informative
Other: Teaching, Presentation, Leadership, Project Management

PROJECTS AND EXPERIENCE **American Reading Company** August 2016 - Present
Blue Bell, PA

Worked with curriculum team to design and develop ARC Adventures, a 3D reading practice game in Unity. ARC Adventures integrates with Clever and Classlink SSO services and is powered by a Node.JS server and MySQL database. It is currently available for iOS, Android, and Windows and has thousands of monthly users.

Worked with a small team of software engineers (5-10) to develop and maintain several customer-facing web apps to support teachers and students in classrooms, including SchoolPace, ARC Bookshelf, and SchoolPace Connect. Developed several internal tools to support American Reading Company's curriculum and digital content teams.

Additionally, I have two digital content coordinators who report to me. They are responsible for handling content creation and support of two digital products, ARC Adventures and ARC Bookshelf, as well as supporting and maintaining several internal tools.

Programmer, Producer, and Lead Designer September 2013 - Present
Vashta Entertainment <http://vashtaentertainment.com>

Co-founded an indie game studio in 2013 with a friend. Developed four games for mobile and PC using Unity and GameMaker. *Trenches of War* has over 2 Million downloads across Android, iOS, Windows, Mac, And Linux and a 4/5-star rating on the Google Play Store. *Harvested* was selected to be presented at the *MAGFest Indie Videogame Showcase* February 18-21, 2016. *Harvested* (2021) and *Trenches of War* (2015) are available on Steam, *Trenches of War*, *River Rider* (2017), and *Bouncy Cube* (2020) are available on mobile app stores.

EXCEL Scholar and Teaching Assistant
Lafayette College, Easton, PA

Summer 2014 - Spring 2016

EXCEL Scholar: Worked on campus for a summer and used Node.js and PostgreSQL to create an online assessment system with three colleagues. This assessment system was then used by the biology department.

Teaching Assistant: Co-founded and led *cs.getHelp()*, a program that provides assistance for introductory computer science students through open help sessions and private tutors. Lab and teaching assistant for two Java-based introductory computer science courses.

HOBBIES AND VOLUNTEER- ING

Performing and Recording Musician
Perlin Noise

Fall 2018 - Present

Bandleader and primary songwriter of Perlin Noise, a 6-piece original indie rock band I founded in 2018. We perform regularly in the greater Philadelphia area and have released two self-recorded albums and an EP.

Musical skills include guitar, bass, synth, vocals, recording engineer, and mixing engineer.

Judge, Regional Treasurer
Pennsylvania Junior Academy of Science (PJAS)

Spring 2013 - Present

Annual judge for high school and middle school science fair since 2013. Participated as a student from 2007-2012. In 2020 I took on the additional responsibilities of being the regional treasurer for PJAS Region 1A.

AWARDS

Gameacon Atlantic City - Nomination For "Best Technology" Fall 2016
Harvested was nominated for "Best Technology" at the 2016 Gameacon gaming convention in Atlantic City.

Lutron Lafayette-Lehigh Programming Competition Fall 2015
Placed first in the 2015 annual Lafayette-Lehigh programming competition, sponsored by Lutron. Most efficiently solved a programming problem using Java.

ACM-ICPC Fall 2014
Placed third regionally with two peers in the 2014 annual ACM International Collegiate Programming Competition. Scoring was determined by number of correctly answered problems and the speed at which they were solved using Java and C/C++.

COURSES

In Computer Science

Introduction To Programming: Computer Gaming, Data Structures and Algorithms, Analysis of Algorithms, Computer Organization, Software Engineering, Computer Networks, Computers and Society, Theory of Computing, Artificial Intelligence, Independent Study: Procedural Generation, Principles of Programming Languages, Operating Systems, Senior Project

Other Noteworthy Courses

Creative Writing, Digital Circuits I, Calculus I II & III, Early Music Ensemble (7 semesters), Introduction To Logic, Discrete Structures, Mathematical Modeling, Spanish I & II, Statistics, Drawing I