

# BRIAN CLANTON

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## EDUCATION

**Rochester Institute of Technology, Rochester NY** August 2011 - Present  
**Game Design & Development Bachelors/Masters of Science**  
GPA 3.4/4.0 Anticipated Graduation: May 2015

## EXPERIENCE

**Engineering Intern** June 2014 – August 2014  
**Zynga, San Francisco, CA** ([www.zynga.com](http://www.zynga.com))

- Worked on localization for the web version of *Words With Friends*
- Collaborated with a group of five interns to design and demo an award winning game concept
- Programmed using JavaScript, C#, Grunt

**Game Developer** May 2013 – August 2013  
**Animatron, Cambridge, MA** (affiliated with JetBrains) ([www.animatron.com](http://www.animatron.com))

- Created networked multiplayer video games using an in-house animation engine
- Participated in UI, UX, and feature discussions for the first release of the animation tool
- Programmed using JavaScript, Node.js, Socket.io, MongoDB, player.js (Animatron engine)

**Intern Researcher** May 2012 – August 2012  
**National Institute of Standards & Technology (NIST), Gaithersburg, MD** ([www.nist.gov](http://www.nist.gov))

- Selected to participate in the NIST Summer Undergraduate Research Fellowship (SURF) Program
- Created an interactive web application for displaying 3D mathematical functions
- Programmed using Bash scripting, GLSL 1.0, and Three.js

**Programmer** June 2011 – August 2011  
**University of Maryland, College Park** ([www.cattlab.umd.edu](http://www.cattlab.umd.edu))  
**Center for Advanced Transportation Technology Laboratory (CATT Lab), College Park, MD**

- Created a website for displaying server status information
- Programmed using jQuery, Java Servlets, and OpenJMS

**Intern Programmer** June 2010 – August 2010  
**University of Maryland, College Park** ([www.cattlab.umd.edu](http://www.cattlab.umd.edu))  
**Center for Advanced Transportation Technology Laboratory (CATT Lab), College Park, MD**

- Created a web application for displaying results of sessions within a simulation video game
- Programmed using Flex, ActionScript 3

## SELECTED PROJECTS

- Project Reaxion** – Team Project, 3D fighting video game built with the Java Monkey Engine
- Microsoft Imagine Cup 2011** – Team Project, created a platforming game in 48 hours

## ACTIVITIES

**Music Director** May 2013 – Present  
**RIT Eight Beat Measure, An Award Winning All-Male Collegiate A Cappella Group** ([www.8beat.org](http://www.8beat.org))

- Plan and lead all rehearsals, manage arrangements, organize and supervise recording sessions

## SKILLS

**Experienced with**  
Unity  
JavaScript  
C#  
ActionScript 3  
Java

**Familiar with**  
C++  
GLSL 1.0  
Bash Scripting  
MySQL  
NoSQL

### Libraries

XNA  
Node.js  
JSON  
Socket.io  
Grunt  
Backbone.js  
jQuery  
MongoDB  
WebGL  
Three.js  
JInput  
JOGL

### Version Control

SVN  
GIT

## AWARDS

1<sup>st</sup> Place in Zynga's  
First Intern  
Innovation Project  
Competition

RIT Presidential  
Scholarship

National  
Achievement  
Scholarship

AP Scholar with  
Distinction