

CASEY BLUNT

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Objective

Creative, team-oriented, and technically skilled seeking a full-time position to apply expertise in UI/UX, game and technology structures, and software development that deliver engaging interactive experiences. Alumni of the Rochester Institute of Technology with a Game Design & Development BS from the Golisano College of Computing and Information Sciences.

Computing Education

Graduated 05/2026
Rochester, NY

Bachelor of Science in Game Design & Development
Rochester Institute of Technology

Golisano College of Computing and Information Sciences

- Relevant Courses: Data Structures & Algorithms, Experience Design, Calculus, Game & Web Tech, 2D / 3D Animation and asset production, Rich Media Web App Development, Math Graphical Simulation, System Concepts
- Dean's List – 2024, 2025, 2026
- Experience under RIT MAGIC Spell Studios

Technical Skills

- **Programming:** C#, C++, Java, JavaScript, HTML, CSS
- **Tools & Engines:** Unity, Unreal Engine 5, OpenGL, Autodesk Maya, Adobe Creative Suite, Visual Studio, Figma, Claude Code
- **Soft Skills:** Creative problem-solving, project management, communication, teamwork, leadership, AGILE and other development methodologies

Projects

- *Entropy* – Unity | Single-player narrative game set in deep space, boasting a dynamic zero-gravity movement system. Worked in collaboration with RIT MAGIC Spell Studios under a professional-level production pipeline. (More info in portfolio)
- *Cornucopia* – Tabletop Simulator | Designed and developed a procedurally generated 4-player co-op board game, implementing collaborative gameplay mechanics and developed under professional-style pipelines; produced a fully playable prototype (More info and showcased in portfolio)
- *B2B Box App* – Figma | Designed and developed mockups for a B2B web application for tracking pallet orders for Pratt Industries, a recycled packaging manufacturer. Worked directly under the CIO and VP of Technology, utilizing skills in user centered design.

Experience

Junior Developer Intern Remote
Pratt Industries
01/2026 - 05/2026

- Worked directly under CIO and VP of Technology at Pratt to build out mockups for a B2B package order tracking web application.
- Skills utilized: Teamwork, time management, UI/UX design, development skills

Sound Designer Rochester, NY
RIT MAGIC Spell Studios
06/2025 - 12/2025

- Worked with a student team developing a game under professional development cycles
- Skills utilized: Teamwork, leadership, time management, project management

Instructor Cincinnati, OH
iD Tech Camps
06/2025 - 08/2025

- Instructed students ages 13–17 over week-long periods in Lua, Java, OOP, data structures, level design, and user experience design
- Created engaging lesson plans that fostered creative thinking and technical proficiency

Extracurricular

- **Sigma Chi Fraternity – Lambda Kappa Chapter** (*active 2024–2026*): Engage in fundraisers, community service events, and contribute to student life through events on campus
- **RIT Esports – Team Manager** (*2023–2026*): Manage schedules, communications, and strategies for a competitive roster
- **Performing Arts Scholar** (*2022–2026*): Practice and perform concerts while taking classes, honing time-management skills