

# Spencer Roccapriore

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## Experience

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### Walmart

Overnight Stocker | Seabrook, New Hampshire

April 2021 – Present

- Stocking shelves with merchandise
- Operating heavy machinery to make cardboard bales
- Organizing and logging inventory
- Training other associates

### Code Rot Studios (Capstone)

Game Programmer | Fitchburg, Massachusetts

Jan 2020 – May 2020

- Developed a core game mode for multi-genre game including enemy AI configuration.
- Developed the game's boss battles.
- Playtested and debugged the game for bugs.
- Transitioned from working onsite to working remotely.
- Dextra released on [Itch.io](https://itch.io).

### Langley Adams Library

Library Page | Groveland, Massachusetts

Mar 2013 – Aug 2016

- Starting out as a volunteer and then hired as a Page, I assisted by reading shelves and keeping materials in alphabetical order.
- Assisted with programs, projects, displays and bulletin boards.
- Assisted with Pull List and other general labor as needed.

## Education

### Fitchburg State University

Fall 2016 - Spring 2020

Bachelor of Science in Game Design

Minor in Computer Science

## Other Experience

Programmer for:

Train of Bot – [itch.io](https://itch.io) | Jan 2019 – May 2019

Read Color – [itch.io](https://itch.io) | Nov 2019

Treasurer of the Fitchburg State Smash Club

May 2017 – May 2020

## Skills

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- Unreal Engine 4
- Unity
- Python
- Github
- C#
- Java
- Visual Studio
- Microsoft Suite
- Trello