

M. Goose Tarlowski

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EDUCATION:

Rochester Institute of Technology (RIT) • Bachelor of Game Design and Development • GPA: 3.70

Expected May 2026

Related Courses: Game Development and Algorithmic Problem Solving I & II (C#), Interactive Media Development (HTML), Intro to Game Web Tech (Unity/C#).

SKILLS:

Programming Languages: C#, HTML, JavaScript, C++

Programming Tools: Visual Studio 2022, Visual Studio Code, Unity, Godot, Git, Github

Frameworks: NextJS, Bootstrap, Monogame

Artistic Tools: Adobe Photoshop 2022, Adobe Premiere Pro, Toon Boom Harmony, Clip Studio Paint, Blender, Maya, Adobe Substance Painter, Aseprite

PROJECTS:

The Eternal Crown • C# using Monogame • Academic Project

January 2023–April 2023

- Created a simple RPG using MonoGame in a team of 5.
- Created and implemented every sprite as well as hardcoding their animations.
- Implemented a tutorial and focused primarily on debugging, fixing & cleaning code.

Coffee Shop Simulator • C# using Godot • Global Game Jam

January 2024

- Used Godot to build a game in a team of 4.
- Created all of the assets, worked on ingredient interactions and every scene change

WORK EXPERIENCE:

Teaching Assistant • RIT

August 2024–Present

- Grading, Working with & helping students in two different classes.

Crowd Comic • CSS, HTML, JS, Bootstrap, NextJS • RIT

May 2024–August 2024

- Used Bootstrap & NextJS to create a website with a small team of people.

Polska Chata • Manager • Rochester, NY

November 2018–Present

- Filling in for any role when needed.
- Training multiple employees with a high success rate.
- Creating a website from scratch with the goal of accessibility.