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

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

- Debugging and cleaning a majority of the code.
- Creating every single asset seen in-game and came up with an animation system for it.
- Coming up with a coherent tutorial for the player to understand and follow.

Coffee Shop Simulator • C# using Godot • **Global Game Jam**
January 2024

- Creating every single asset and implementing them into the game.
- Creating each of the scenes in-game and boosting the overall atmosphere of the game.

WORK EXPERIENCE:
Teaching Assistant • IGME 110 Intro to Interactive Media, IGME 236 Experience Design Games & Media • **RIT**
August 2024-Present

- Assisted professor in-class by checking in on and supporting students during work periods.
- Evaluated assignments and provided students with valuable feedback and encouragement.

Crowd Comic • CSS, HTML, JS, Bootstrap, NextJS • **RIT**
May 2024-August 2024

- Asset production for the Hero and text boxes.
- Focusing on the CSS of the Home page and Draw page.
- Coming up with a variety of different gameplay ideas.

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.