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OBJECTIVE:

Game Design and Development student searching for a programming-based co-op opportunity involving the development of software or user-experience focused development in C# for the Summer of 2026.

EDUCATION:

Rochester Institute of Technology, College of Computing and Information Sciences
Bachelors of Science in Game Design and Development

Rochester, NY
Expected May 2028

- 3.69 GPA
- Deans List, Fall 2024 and Spring 2025
- Awarded Presidential Scholarship, RIT Grant
- Beat Your Fears, IGME NPC World Project, IGME Game Development Project

TECHNICAL SKILLS:

Languages: C#, HTML, JavaScript, Python

Design: Audiovisual editing, pixel art, graphic design

Programs: Visual Studio, MonoGame, Unity, Maya, Substance 3D, Piskel, Shotcut, GIMP

PROJECTS:

- Beat Your Fears | Enemy Systems Design / Art and Sound | Group Game Jam** 11/07/25-11/09/25
- Arcade game designed for a weekend game jam in which the player must attack various approaching NPCs within a timing window to avoid loss.
 - Designed a robust system for enemy approach and attack, allowing dynamic addition of enemies through the Unity inspector and freedom for variation in how enemies approach.
 - Integrated a sound system into the enemy system through allowing enemies to store their own sounds.
- “Ape In Space” | Environment and Enemy Design / Team Lead | Academic Project** 01/2024 - 05/2024
- Semester-long 5-member group game development project in C# MonoGame.
 - Top-down arcade style game in which the player has only one reusable projectile.
 - Worked on file I/O for the environment and enemies, as well as operating as the team leader through organization of meetings and consistent summarization of where we were on the rubric and where we needed to go.

WORK EXPERIENCE:

Tuscany Market and Deli

Fredonia, NY
06/2024 - 08/2024

Dishwasher

- Solitary dishwasher for active deli with 50+ available food items
- Performed 3-step wash cycle by hand for entirety of the day's dishes
- Time management tantamount due to high volume of dishes

Van Buren Drive In

Dunkirk, NY
06/2022 - 10/2023

Lot Attendant

- Oversaw cleanliness and security of active drive-in theater car lot
- Managed customer complaints, disputes, and difficulties in parking and accessing drive-in screen sound.