Donovan Scullion

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Objective:

Seeking a challenging and rewarding full-time software/game development co-op or internship opportunity to utilize and further develop my programming skills in C# and C++.
Available January 2024 – August 2024.

Education

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2025

Bachelor of Science, Game Design and Development   **GPA: 3.93**

Dean's List: Fall 2021, Spring 2022, Fall 2022

Related Courses: Math & Graphical Simulation (Linear Algebra), Game Development and Algorithmic Problem Solving II (C#), Data Structures and Algorithms II (C++)

Skills

Languages: C# (2 years), C++ (2 years), JavaScript (1 year), HTML & CSS (3 years)

Tools: Visual Studios (traditional and code), JetBrains Rider, dnSpy, Maya, Git

Engines: Unity, MonoGame

Projects

Pupify (Personal Modding Project; Rain World Downpour)   July 2023 – Present

- Developed a gameplay mod for Rain World, which heavily altered the appearance and abilities of the player character to provide a more challenging experience
- Altered player behavior and implemented several options for players to customize their experience
- Ensured compatibility with other mods, as well as with all multiplayer features the game offers
- Communicated with and received feedback from the community to receive ideas and criticism, as well as bugfix the mod
- Gained valuable experience with hook-based programming, intermediate language code, and decompilation

Spaceway Skirmish (Academic Game Project; Unity)   September 2022 – November 2022

- Released a 2D shoot-em-up game called Spaceway Skirmish as an introduction to the Unity Engine
- Incorporated parallax and developed an understanding of animations and the sprite editor workflow
- Created a system to prevent enemy overlap by writing an algorithm to identify and sort open screen space

Crossboa (Academic Game Project; MonoGame)   March 2022 – May 2022

- Worked as one of two main programmers and partially as a designer on a 2D action roguelike game called Crossboa, built using the MonoGame engine
- Collaborated in a team of 4 people, communicating effectively through weekly in-person meetings, GitHub, and Trello to plan the direction of the game and track progress
- Developed and programmed the Collision Manager, Level Manager, and Spawn Manager, handling the organization of rooms, spawning of enemies, loading of level configurations from text files, and animating room transitions
- Created the Sound Manager and was put in charge of all music and SFX added to the game, as well as the optimization of sound files
- Set up and balanced difficulty by having more and stronger enemies spawn the further the player gets into the game