Donovan Scullion

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Looking for Summer 2024 co-ops

Education

Rochester Institute of Technology (RIT), Rochester, NY   Summer 2021 – May 2025
Bachelor of Science, Game Design and Development   ***GPA: 3.93***
Immersion in Psychology
Dean's List – All Semesters

Skills

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

Tools: Git, Unity, Godot, npm, MonoGame, Canvas

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.
- Implemented customizable player behavior options.
- Ensured compatibility with other mods, as well as with all multiplayer features the game offers
- Engaged with the community for feedback, ideas, criticism, and bug fixes.
- Gained valuable experience with hook-based programming, intermediate language code, and decompilation.
- The mod was downloaded over a thousand times, demonstrating its popularity and success.

Spherical Audio Visualizer (Academic Project; Canvas)   March 2023 – June 2023

- Developed an audio visualizer using Canvas with JavaScript, centered around creating a three-dimensional sphere in 2D space.
- Bundled and transpiled the project using NPM and Babel in the command line for compatibility with ES6 and ES5.
- Created a modular solution for gradient display and overhauled the UI for improved user experience.
- Utilized local storage and a cloud server to save user settings and songs, maintaining optimal storage space through daily server-side script running.

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

- Served as one of two main programmers and partially as a designer on Crossboa, a 2D action roguelike game built using the MonoGame engine.
- Collaborated in a team of 4 people, effectively communicating through weekly in-person meetings, GitHub, and Trello to plan the game's direction 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.