

# 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, Godot, 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.
- 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.