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7 Pine Tree Drive
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EDUCATION

Rochester Institute of technology

Rochester, NY

Bachelor of Science in Game Design and Development

Expected May 2019

RIT Honors Program

RIT Presidential Scholarship

GPA: 3.81

SKILLS

Programming Languages – C#, JavaScript, C++

Web Technologies – JSON, HTML, CSS, NodeJs, ExpressJs, Materialize, Web sockets

Source Control – SourceTree, Git (Command line), Plastic

Software Methodologies – Agile, Kanban

Development Tools & Software – Visual Studio, Unity 5, Monogame, Maya, Adobe Photoshop, After Effects, Illustrator, Brackets, Unreal Engine 4

PROJECTS

Portfolio - <https://people.rit.edu/~pjd3949/230/portfolio/>

Game Engine & Optimizations – Game Engine built from scratch using OpenGL and C++. The engine contains core essentials for a game including a first-person camera controller, model loading, collisions, and shaders.

Socket Shot – Real-time multiplayer web application built with a NodeJs backend. Uses p2 library for physics and Socket.io to update clients via web sockets. Developed both front end and back end services along with the socket connections to keep all user in sync.

EXPERIENCE

Clock Coach

Worcester, MA

Mobile Developer

August 2016 – Present

Contracted to develop an application for Android/iOS. Worked with the senior developer and utilized mobile hardware to collect data and track user activities with their device and the application itself.

MassDigi Summer Innovation Program

Worcester, MA

Lead Programmer

May 2016 – August 2016

Developed a mobile game for Android/iOS with a team of 6. Created a business model based on ad revenue and implemented the model with Google AdMob, designed all class architecture, unit tested for various devices, implemented analytics tracking, gameplay programming, and adjusted game mechanics based on feedback and player performance.

ACTIVITIES

RITficial Intelligence

Co-Founder and Executive Board Member

RIT's Artificial Intelligence club. The purpose of the club is to learn and discover the newly emerging technologies and algorithms used to create AI. Some of the topics include deep learning, machine learning, Google AI, robotics, and Game AI. Personally, responsible for creating presentations/lectures, assisting with personal projects, and finding competitions.

Theta Chi Fraternity

Executive Board Member

Responsible for educating new members in the organization. Participated in philanthropic events and raised over 1,000\$ for charity (USO) last semester. Held highest GPA of all Theta Chi organizations.