Sebastian Arroyo

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Objective

Aspiring UI/UX developer passionate about creating engaging interactive experiences through Unity, C#, and creative design tools. Seeking a Summer 2026 co-op/internship to contribute to innovative game and media projects.

Education

Rochester Institute of Technology, Golisano College of Computing and Information Sciences — **Rochester, NY**
Bachelor of Science, New Media Interactive Development — *Anticipated May 2027*
· GPA: 3.0
· Awarded Dean's List Spring 2025

Relevant Coursework:

- Experience Design Games and Media
- Interactive Media Development
- Intro to Game Web Tech
- Physical Computing and Alternate Interfaces

Proficiencies

Design Tools: Adobe Photoshop, Adobe Illustrator, Figma, Canva
Technical Skills: Unity, Unreal Engine, Blender, Git, Arduino
Programming Languages: C#, C++, Python, HTML5/CSS, JavaScript
Other: Windows, macOS, Linux · Native Spanish (bilingual)

Project Experience

ReAmped (2025) — Capstone Project (In Progress)
Technologies: Unity, C#, Figma, Adobe Illustrator

- Leading development of an interactive capstone project focused on innovative media and user experience.
- Designing and prototyping engaging features that combine technical implementation with creative storytelling.
- Applying principles of UI/UX, interactive design, and programming to build a polished final deliverable.
- Collaborating with peers to iterate on design, gather feedback, and refine core features.

Stress Buddy (Apr 2025) — Academic Project (Physical Computing Final)
Technologies: Arduino

- Built an Arduino-powered interactive device delivering comfort through playful movement, sounds, and supportive messages.
- Programmed LCD display for rotating affirmations, piezo buzzer for uplifting tunes, and DC motor for tactile feedback.
- Integrated capacitive sensors for touch-based interaction to enhance engagement.
- Applied rapid prototyping and iterative testing to refine interaction flow and usability.

Speed Garden (Apr 2025) — Academic Project (Intro to Game Web Tech Final)
Technologies: HTML5, CSS, JavaScript, p5.js

- Designed and developed a fast-paced arcade-style web game where players quickly provide resources to plants under time pressure.
- Implemented core gameplay loop with spawning plants, resource-matching mechanics, and score/lives system.
- Built responsive UI with visual and audio feedback for player input, supporting both desktop and mobile play.
- Iteratively tested mechanics to ensure intuitive controls and engaging difficulty curve.

Virtual Plant Pet (Apr 2025) — Academic Project (Physical Computing Penultimate)
Technologies: Arduino, p5.js

- Created a virtual pet plant with three stats (light, water, fertilizer) mapped to Arduino inputs.
- Developed dynamic visuals in p5.js reflecting plant health based on balanced inputs.

- Integrated hardware with software for an engaging mixed-media interactive experience.
- Symbolized growth and care through interactive design blending digital and physical components.

Oceanic Hunters Simulation (Mar 2024 - May 2024) — Academic Project
Technologies: Unity, C#, Custom Physics

- Implemented custom physics calculations to govern agent movement, applying forces instead of Unity's Rigidbody system for precision.
- Designed an immersive underwater world with custom art assets and optimized camera controls.
- Enabled players to influence the ecosystem by spawning prized fish, driving emergent agent interactions.
- Balanced NPC behavior variables for realistic movement and decision-making through iterative testing.

Rock, Paper, Scissors Showdown (Jan 2024 - Mar 2024) — Academic Project
Technologies: Unity, C#, Pixel Art, Custom Collision Algorithms

- Developed vector-based movement and custom collision detection for responsive controls and dynamic interactions.
- Created original pixel art sprites with unique behaviors and movement patterns for each enemy type.
- Wrote collision algorithms from scratch, bypassing Unity's built-in colliders to ensure accuracy.
- Strengthened knowledge of vector math, physics-based movement, and game design principles.

Design Experience

Looking For Group (May 2024 - Aug 2024) — UI/UX Design Intern
Technologies/Tools: Figma, Adobe Illustrator, HTML/CSS

- Collaborated with a cross-functional team to design and develop a responsive website, improving overall usability and user flow.
- Produced wireframes, user flows, and high-fidelity mockups to guide development.
- Conducted user research, including surveys and usability testing, to inform iterative design improvements.
- Partnered with developers to align implementation with design vision while addressing technical constraints.

Business Card / Letterhead / Takeaway Card (Jan 2024 - Mar 2024) — Academic Project
Technologies/Tools: Adobe Illustrator, Adobe Photoshop

- Redesigned a logo and applied it across multiple brand collateral, strengthening visual identity.
- Designed three unique layouts for business card, letterhead, and takeaway card with strong typographic hierarchy.
- Delivered polished, print-ready assets with careful attention to spacing, color theory, and brand consistency.

Book Cover / Dust Jacket Redesign (Mar 2023 - May 2023) — Academic Project
Technologies/Tools: Adobe Photoshop, Adobe Illustrator

- Revamped book cover design to reflect narrative tone through creative typography and visual storytelling.
- Developed sketches and digital mockups to explore multiple design directions.
- Produced cohesive front cover, spine, and back cover layouts to complete full dust jacket redesign.

Additional Work Experience

Mecate Mexican Restaurant and Bar (Sep 2024 - Dec 2024) — Bartender

- Prepared and served diverse cocktails, beers, and spirits in a fast-paced environment.
- Engaged with customers to create a welcoming atmosphere and provide personalized recommendations.
- Managed bar inventory, ensuring adequate supplies during peak hours.
- Maintained compliance with health and safety regulations through a clean and organized workspace.
- Processed transactions efficiently