Sebastian Arroyo

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Objective

Seeking a UI/UX design or game development co-op/internship using C#, C++, and Unity or Unreal Engine. Available May-Aug 2025.

Education

Rochester Institute of Technology, Golisano College of Computing and Information Sciences — **Rochester, NY**
Bachelor of Science, New Media Interactive Development — *Anticipated May 2026*
▪ GPA: 3.0
▪ Awarded Dean's List Fall 2024
Relevant Coursework: Experience Design Games and Media, Interactive Media Development, Intro to Game Web Tech, Physical Computing and Alternate Interfaces, New Media Design Digital Survey

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
Operating Systems: Windows, macOS, Linux
Languages: Native level Spanish

Project Experience

Oceanic Hunters Simulation (Academic Project) — **Mar 2024 - May 2024**

- Implemented custom physics calculations to govern movement, applying forces instead of using Unity's built-in Rigidbody system, ensuring precise and responsive agent navigation.
- Designed a visually engaging underwater world with custom art assets and a well-optimized camera setup, enhancing the immersive experience.
- Allowed players to influence the ecosystem by spawning prized fish with a simple click, directly affecting agent behavior and creating emergent interactions.
- Balanced NPC behavior variables for realistic movement and decision-making, refining AI-driven interactions through iterative testing.

Rock, Paper, Scissors Showdown (Academic Project) — **Jan 2024 - Mar 2024**

- Implemented vector-based movement and custom collision detection methods to ensure responsive controls and dynamic player-enemy interactions.
- Created custom pixel art sprites for rock, paper, and scissor enemies, each with distinct behaviors and movement patterns.
- Wrote collision handling algorithms from scratch (no Unity colliders), ensuring accurate and seamless interactions between game entities.
- Strengthened knowledge of game design principles, vector math, and physics-based movement while refining problem-solving skills in game development.

Design Experience

Looking For Group — **Rochester, NY**
UI/UX Design Intern — *May 2024 - August 2024*

- Collaborated in a cross-functional team to design and develop a responsive website, enhancing the user experience and interface for an improved user journey.
- Created wireframes, user flows, and high-fidelity mockups using Figma and Adobe Illustrator.
- Conducted user research, including surveys and usability testing, to gather insights and refine design prototypes.
- Worked closely with developers to ensure design implementation aligned with the original vision, while addressing technical constraints.

Business Card / Letterhead / Takeaway Card (Academic Project) — **Jan 2024 - Mar 2024**

- Through research, brainstorming, design and development, created an effective logo redesign
- Using provided text, assets, and your previously rendered logo design, Designed three unique layouts for a business card, letterhead, and takeaway card, focusing on maintaining a strong typographic hierarchy for readability and impact.
- Utilized Adobe Illustrator and InDesign to create polished, print-ready assets with attention to spacing, color theory, and brand consistency.

Book Cover / Dust Jacket Redesign (Academic Project) — **Mar 2023 - May 2023**

- Revamped a book cover design to encapsulate the essence and allure of the narrative through innovative typography and striking visual elements.
- Developed initial sketches and digital mockups using Adobe Photoshop and Illustrator to explore various design directions.
- Designed both a front cover and a full dust jacket layout, incorporating spine and back cover elements while maintaining a cohesive aesthetic.

Additional Work Experience

Mecate Mexican Restaurant & Bar — **Rochester, NY**
Bartender — *Sep 2024 - Dec 2024*

- Prepare and serve a wide variety of cocktails, beers, and spirits while ensuring excellent customer service in a fast-paced environment.
- Engage with customers to create a welcoming atmosphere, providing personalized drink recommendations and fostering customer satisfaction.
- Manage bar inventory, including restocking and ordering supplies, to maintain optimal levels during peak hours.
- Ensure compliance with all health and safety regulations, maintaining a clean and organized workspace.
- Efficiently handle cash and card transactions, balancing daily sales and ensuring accurate financial reporting.

Extracurricular Activities

RIT Ultimate Frisbee — **August 2022 - Present**

- Lead a beginner team of 20+ members, organizing weekly practices and games.
- Mentor new players, fostering a supportive team environment.