

Sebastian Arroyo

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Objective

Seeking a Game Design/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 <i>Bachelor of Science, New Media Interactive Development</i> • 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	Rochester, NY <i>Anticipated May 2026</i>
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Skills

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: English, Spanish

Project Experience

Oceanic Hunters Simulation (Academic Project)	Mar 2024 - May 2024
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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 <i>UI/UX Design Intern</i>	Rochester, NY <i>May 2024 - August 2024</i>
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Through research, brainstorming, design and development, created an effective logo redesignUsing 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
<ul style="list-style-type: none">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 <i>Bartender</i>	Rochester, NY <i>Sep 2024 - Dec 2024</i>
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Lead a beginner team of 20+ members, organizing weekly practices and games.Mentor new players, fostering a supportive team environment.	