

# Yuri Korolev

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## Education

### Rochester Institute of Technology, Rochester, NY

Golisano College of Computing and Information Sciences: Bachelor of Science

[New Media Interactive Development](#), May 2026 | Finance + Communication Immersions

3.87 GPA | Dean's List: Fall 2023, Spring 2024, Fall 2024, Spring 2025, Fall 2026

## Work Experience

### Osaka Namari-Suzu Seirenshe Co. – Osaka, Japan

June 2024 – July 2024

#### Data Analysis Intern

- Designed and implemented data analysis systems using Microsoft Power BI for future estimates within the market.
- Efficiently collaborated and communicated beyond language and culture barriers.
- Quickly learned and applied new skills in a fast-paced company environment.

### iD Tech Camp – New York, New York

June 2025 – August 2025

#### Game Development Instructor

- Taught students ages 7 – 17 game development and design skills, writing stories and using Unity to create experiences.
- Effectively managed large groups of students in an active and energetic environment.
- Quickly reacted to unexpected conflicts and assisted in mediating conflicts between others.

## Projects

### Stock Market Trading Analysis and Algorithm (Personal)

March 2024 – Present

- Collaborating in a team of 2 using a mix of Pinescript, TypeScript and JavaScript to automatically trade stocks.
- Utilizing WebSockets and brokerage APIs in order to receive data and send orders.
- Researching and networking with other stock traders to achieve optimal results.

### U.S. Census Data Visualization (Interactive Design and Algorithmic Problem Solving)

February 2024 – March 2024

- Organized and visualized United States census data using JavaScript and the p5.js library.
- Analyzed large amounts of data to obtain valuable and relevant statistics.
- Developed interactive controls to select the visualized data and style.

### RAMPAGE! Game (Senior Capstone) <https://rampage.framer.website/>

August 2025 – Present

- Iterated in a team of 8, 4 designers and 4 developers, to create an alternative controller to submit to alt-ctrl GDC 2026.
- Singlehandedly created all Unity functionality using C# and serial communication to create an interactive experience.
- Collaborated over the course of a year and displayed completed project in-person at Imagine RIT.

## Skills

**Programming:** JavaScript, Java, TypeScript, HTML/CSS, C#, Python, Git, Unity, Unreal Engine, MongoDB, Node.js

**Design:** Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro, Adobe AfterEffects, Autodesk Maya, Figma

**Other:** Microsoft Excel, Microsoft PowerBI, Data Analysis, Physical Computing (Arduino), Notion

**Adobe Certified Professional:** Adobe Illustrator, Adobe Photoshop, Visual Design, Adobe Premiere Pro, Video Design

## Related Courses

Intro to Database and Data Modeling, Multiplatform Media App Development, Rich Media Web App Development I/II (JavaScript, API, Backend Management), Physical Computing and Alternative Interfaces, Interactive Design and Algorithmic Problem Solving I/II/ III (JavaScript, C#), Interactive Design II, Intro to Game Web Tech (HTML, JavaScript), Statistics, Digital Survey I/II (Digital Design), Interactive Media Development, Experience Design for Media, Maps, Mapping & Geospatial Technology

## Interests

Rock Climbing, PC Building, Video Games, Hiking, City Exploration