

## + skills

### PROGRAMMING LANGUAGES (MOST PROFICIENT ON TOP)

C#  
C++  
JavaScript  
HTML & CSS  
Godot Script  
GML

### SOFTWARE(MOST PROFICIENT ON TOP)

Unity  
Visual Studio  
GitKraken  
GameMaker  
MonoGame

## + activities

Computer Science House · Sept. 2016 to Current  
Member

Humans vs Zombies · Aug. 2019 to  
Vice President (VP) Current

- A moderated game of tag between human and zombie teams that typically lasts a week and is played 24/7 (approx. 1000 members)
- Design the theme of the games, missions that occur 2 times a day, achievements/badges, and determine the number of moderators required to accomplish the game's goals.
- Organize mini-games and day-long events(known as invitationals) for smaller groups of players which also includes a theme, 5-6 missions, and moderator numbers.
- Member since September 2016, and moderated since Spring 2019.

## + employment

### Rochester Institute of Technology

#### Lab Worker/Tutor

Sept. 2017 to Current

- Tutor students one-on-one with help in topics such as, C#, C++, Unity, 3D Modelling, 2D asset production, Game Design, and Web development.
- Keep labs safe, clean, as well as reporting any damages and issues with equipment.

#### Teaching Assistant

Sept. 2018 to Dec. 2018

- Graded exercises, homework, and projects for introductory C# courses and 3D Maya courses.
- Tutored students with conceptual and syntactical questions.

## + education

Rochester institute of Technology 2016 to  
(RIT), Rochester, NY Current

Bachelor of Science, Game Design & Development 2020  
Expected May 2020

RIT Study Abroad (Portugal) June 2019 to Aug. 2019  
Took World-building and Digital Creative Writing Courses

## + projects

A Ranger's Tail (Academic and Personal Jan. 2019 to  
Project, team of 4) May 2019

- Designed and implemented a 3D environment that uses the concept of culling and the built-in ray casting class in Unity to rotate dynamically and give the player the ability to navigate through the 3 dimensions using only 2 dimensions at a time.
- Organized deadlines, meetings, and encouraged proper time-scope so as to not become overwhelmed by work.
- Communicated expectations with programmers and artists, such as giving feedback and helping debug their code.
- Created the narrative and campaign for the world.
- Build: <https://tinyurl.com/RangersTail>
- Source: <https://github.com/TadeoM/A-Rangers-Tail>

Neighbor (Personal Project, team Apr. 2018 to Sept.  
of 6) 2018

Led design discussions for original concept and mini-game ideas.

- Made a mood system that causes the world to shift from grey-scale to full RGB depending on each character's perceived "happiness" scale. The scale increases/decreases depending on the choices made by the player in dialogues, as well as through the completion of mini-games.
- Implemented and designed dialogue system using exported XML Twine files, where each dialogue sequence has different valued responses.
- Awarded "Best Design" at iThrive Game Jam
- Source: <https://github.com/TadeoM/TBAStudios>

Hit 'Em (Personal Project, Solo) Apr. 2018 to Aug. 2018

- Combined Pong and Brick Breaker using Unity to create a unique spin on classic arcade games.
- Features a random number generation, giving each "brick" a health value, and based on that value, assigns an RGB value, and then shifts from that color to red, as its health decreases.
- Source:  
<https://people.rit.edu/txm1918/230/project1/index.html>