

ELLYS GORODISCH

SOFTWARE ENGINEER

SKILLS

Programming Languages

C/C++	Java
JavaScript	C#
HTML/CSS	Python

Engines/Frameworks

Unreal 5	Unity
React	Amazon Web Services

EDUCATION

Worcester Polytechnic Institute

August 2021 – May 2025

Interactive Media
& Game Development, B.S.
Computer Science, B.S.

GPA: 4.00/4.00

Relevant Coursework

Technical Game Development I
Technical Game Development II
Software Engineering
Computer Networks
Operating Systems

AWARDS

IMGD Provost Award

WPI Showfest 2025

EXPERIENCE

WPI Math Department

January 2022 – January 2025
Office Assistant for
Professor Mayer Humi

Transcribed written lecture
notes into PDFs with LaTeX
and Vim

PROJECTS

Memoria Altera

August 2024 – May 2025

Tech Coordinator, Cutscene Programmer

- Created a narrative-driven puzzle game in Unreal Engine 5 on a six-person team
- Programmed cutscene camera system from scratch, using spline paths and custom node system
- Implemented five different node types that can be placed along cutscene path
- Built several of the puzzles in the game

Cozy Coast

March – May 2024

Lead Programmer

- Programmed a cozy fishing game in Unreal Engine 5 on a seven-person team
- Designed spline path system for controlling fish movement with various shapes
- Gave different movement patterns to different fish types by manipulating speed and spline shape
- Built a diving mechanic with a quick time event for determining fish catching

Dragonfly Game Engine and Your Music is Trash

January – March 2023

Lead Programmer

- Recreated a video game engine with C++ and a created an original video game within that engine on a two-person team
- Used SFML for ASCII art rendering for the Dragonfly engine
- *Your Music is Trash* is a rhythm game where you press arrows with the beat as they fall from the top of the screen

Campus Connect

March – May 2024

Programmer

- Created online bulletin board and messaging application on four-person team
- Users can post public events and add events to their personal calendar
- Added functionality for users to filter personal calendars by year, month, or day
- Implemented live chat where users can talk with each other

Seats4U

October – December 2024

Lead Programmer

- Created an online venue managing and ticket purchasing application using JavaScript and ReactJS on a three-person team
- Users can create venues and shows, and consumers could purchase tickets for active shows
- Achieved online functionality through a MySQL database and AWS Lambda, API Gateway, RDS, and S3



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