William Imburgia

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OBJECTIVE

Seeking a Game Design co-op/internship utilizing my skills for the Summer of 2025

EDUCATION

Rochester Institute of Technology   **Rochester, NY**
Bachelor of Science , Game Design and Development   *Anticipated May 2027*
  - Cumulative GPA: 3.14

SKILLS

Technical Skills: Unity, Blender, Roblox Studio
Programming Languages: C#, Java, C++, HTML, Javascript, CSS ,Lua
Operating Systems: Windows

Relevant Coursework

Linear Algebra, Discrete Mathematics, Algebraic Problem Solving and Algorithms I and II, Intro to Game Web Tech

PROJECTS

World Flag Quiz   **Fall 2024**
  - Worked to make a website utilizing an API
  - Mapped out a CSS grid and HTML Layout
  - Communicated with an external API to pull data

Man V Machine   **Spring 2024**
  - Led team of four to make a game with MonoGame
  - Learned how to code a 2D camera system that follows the player
  - Completed the base of the initial vision of the game

2048 Circle Game   **Fall 2023**
  - Coded a Game in the Unity Engine
  - Managed Collisions between multiple physics objects
  - Set up saving and a highscore system

EXPERIENCE

Home Depot   **Lower Pottstown, Pa**
Flooring Specialist   *May 2024 - August 2024*
  - Setup and managed Customer orders and quotes
  - Assisted shoppers on the phone and in person with their sales
  - Informed customers about multiple options that were at hand

Ace Hardware   **Phoenixville, Pa**
Sales Associate   *April 2021- March 2022*
  - Learn how to approach and interact with customers
  - Communicated with associates to learn more about products, and store structure
  - Managed time by balancing work and school schedules