

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

Bachelor of Science , Game Design and Development

Rochester, NY

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

Flooring Specialist

Lower Pottstown, Pa

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

Sales Associate

Phoenixville, Pa

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

