

# William Imburgia

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## OBJECTIVE

Seeking a Game Design co-op/internship utilizing my skills for the Summer of 2026

## EDUCATION

### Rochester Institute of Technology

*Bachelor of Science , Game Design and Development*

**Rochester, NY**

*Anticipated May 2027*

- Cumulative GPA: 3.24

## SKILLS

**Technical Skills:** Unity, Visual Studio Code, Git, Blender, Premiere Pro, Photoshop, Roblox Studio

**Programming Languages:** C#, Java, C++, Python, HTML, Javascript, CSS ,Lua

**Operating Systems:** Windows

## Relevant Coursework

**Linear Algebra, Discrete Mathematics, Algebraic Problem Solving and Algorithms I and II**

## PROJECTS

### Video to Ascii Converter

**Summer 2025**

- Coded an app to convert a video's pixels into ascii text
- Mastered python's classes and cv2 library
- Implemented and practiced working with the PyQt UI system

### Eco Snap

**Spring 2025**

- Developed a game for the Games For Change competition
- Worked with a small team in the Unity 3D engine
- Constructed AI navigation behavior with A\*

### 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

**Spring 2024**

- 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