

William Imburgia

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OBJECTIVE

Seeking Co-op/Internship utilizing my skills in the Spring, Summer, or Fall of 2026

EDUCATION

Rochester Institute of Technology

Bachelor of Science , Game Design and Development

Rochester, NY

Anticipated May 2027

- Cumulative GPA: 3.31
- Dean's list: Fall 2024, Spring 2025, Fall 2025

SKILLS

Technical Skills: Unity, Unreal Engine, Visual Studio Code, Git, Blender, Premiere Pro, Photoshop, Figma

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

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 an animal photography game for the Games For Change competition
- Worked with a small team in the Unity 3D engine
- Constructed AI navigation behavior with A* for NPC animals

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

