

Gina Piccirilli

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OBJECTIVE	Seeking a computer software co-op/internship using skills in C#, Unity, Java, HTML, and CSS. Available summer 2025.	
EDUCATION	Rochester Institute of Technology	Rochester, NY
	<i>Bachelor of Science, Game Design and Development</i>	<i>Anticipated May 2027</i>
	<ul style="list-style-type: none">• GPA: 3.660• Awarded Dean's List Fall 2023 and Spring 2024• Recipient of the Presidential Scholarship Relevant Coursework: Game Development and Algorithm Problem Solving I & II, Interactive Media Development, Introduction to Game Web Tech, 2D Animation and Asset Production, 3D Animation and Asset Production	
SKILLS	Monroe Community College	Rochester, NY
	<i>Advanced Java Programming Course</i>	<i>June 2022 – August 2022</i>
	<ul style="list-style-type: none">• GPA 4.0	
SKILLS	Technical Skills: MonoGame, Unity, OnShape CAD, Maya, Microsoft Visual Studio/VS Code, IntelliJ, Microsoft and Google Products	
	Programming Languages: C#, Java, JavaFx, JavaScript, HTML, CSS	
	Operating Systems: Windows	
PROJECTS	Minerva's Marvelous Mixturette	January – May 2024
	<ul style="list-style-type: none">• Created a 2D time and accuracy based cooking game with keyboard-only player controls• Focused on the File I/O and organization of user interfaces, such as the functionality of the score display screen, as well as balancing the difficulty of the levels and playtesting• Used C# in Microsoft Visual Studio and MonoGame, implemented text files to store level and score information• Worked with three classmates throughout the semester in Game Development and Algorithm Problem Solving II, developing communication, organization, and conflict resolution skills	
	Fruit Ninja Remake	September – October 2024
PROJECTS	<ul style="list-style-type: none">• Developed a recreation of the game Fruit Ninja in Unity, using Unity's built in physics, input system, and components, as well as C# scripts that control object spawning, launching, mouse tracking, the point system, and object destroying• The player has three lives and can earn points, and is instructed to cut the food but avoid the angry fish, which are all being launched across the screen from a random spawn point, towards a random target, at a random frequency, and with a random sprite and force, which causes the difficulty to increase as the game progresses• Collision detection is used to track points, lives, and when to destroy game objects, and the player can only cut objects when swiping with the left mouse button pressed• Solo project developed for the course Interactive Media Development	
	Rose From the Dead	January – May 2024
	<ul style="list-style-type: none">• Developed a storyline and concept art for a 2D platformer game, as well as a cutscene animation• Created player, enemy, and environment assets and animations, using various software including Procreate and Adobe Photoshop• Imported custom animation sprite sheets and assets into Unity's 2D platformer template, adjusting elements as needed to make the game run smoothly• Solo project developed throughout the semester in the course 2D Animation and Asset Production	
EXPERIENCE	Five Below	Victor, NY
	Sales Associate	August 2021 – November 2022
	<ul style="list-style-type: none">• Assisting with customer needs and providing appropriate solutions• Supervising self-checkout, processing returns, and informing customers of events and promotions to enhance customer shopping experience• Performing opening and closing responsibilities including organizing shelves, cleaning, and handling money	