Erik Azzarano

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Education:

Rochester Institute of Technology, Rochester, NY
- Bachelor of Science in Game Design and Development with a Secondary Major in Psychology
- Expected graduation: December 2018
- GPA: 3.98/4.0
- Awards: Dean's List all terms; Outstanding Undergraduate Scholar 17'-18'; Presidential Scholarship

Technical Projects:

Audio Attack   Team Size: 2 | May 2018 - Jul 2018
- Created an arcade-like "music-generated" game using the Processing programming language that uses the computer's audio output to generate the game's content based on different audio features such as frequency, amplitude, and beats.

Online Casino   Team Size: 1 | Mar 2018 - May 2018
- Made an account-based web application using Node.js, Express, React, and MongoDB that allows users to create an account, add "funds" to their account, bet their funds and post messages.

Virtual Reality Data Visualization Application   Team Size: 2 | May 2017 - Oct 2017
- Created a prototype VR graph/network type data visualization application for the web browser using JavaScript, the aFrame and Three.js libraries, and Web VR. Also built standalone version of the application in Unity using C#.

Top Minds   Team Size: 4 | Mar 2016 – May 2016
- Designed a User Interface for an original mobile app idea. Went through the process of creating personas, use case scenarios, wireframes and final mockups among other things.

Psychology Research Projects:

Single vs. Multiplayer Gaming Motivation   Team Size: 2 | Jan 2018 -
- Working on a senior research project focusing on gaming motivations and gaming addiction between single and multiplayer games. Completing an experiment, data analysis, and paper.

Technical Skills:

C#, Unity, C++, Visual Studio, Processing programming language, JavaScript, HTML, CSS, Node.js, React, MongoDB, Socket.io, Bootstrap, Materialize, Three.js, aFrame, Windows OS, Oculus Rift, Microsoft HoloLens, Maya, Photoshop, Illustrator, Microsoft Office, Minitab, SPSS

Work Experience:

Rochester Institute of Technology, Rochester, NY - Teaching Assistant - Aug 2018 -
- Grade assignments and help students in a Rich Media II class focused on server development.

University of Rochester, Rochester, NY - Student Researcher for NSF REU Program - May 2018 - Jul 2018
- Developed a paper, prototype, and poster for a research project on music-generated games.

GlaxoSmithKline, Collegeville, PA - Scientific Application Developer- May 2017 – Oct 2017
- Created a virtual reality data visualization application for graph/network type data.

Rochester Institute of Technology, Rochester, NY - Notetaker - Jan 2015 -
- Take organized notes during class and submit them for deaf/hard-of-hearing students to view.

Activities/Interests:

- Attended the Microsoft HoloHack in Philadelphia, Pennsylvania (June 2017).
- Volunteered with Habitat for Humanity, RIT's Rudicon, RIT's Honors Service Committee, and Hopewell Veterinary Hospital where I had previously worked for 4 years.
- Also spend time bowling, skiing, going to the gym, doing Sudoku, and reading.