# Erik Azzarano

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**Portfolio**: https://eja4296.github.io

## Education:

Rochester Institute of Technology, Rochester, NY                              Graduated: May 2019
- Bachelor of Science in Game Design and Development with a Secondary Major in Psychology
- GPA: 3.98/4.0
- Awards: Dean's List all terms; Outstanding Undergraduate Scholar 17'-18'; Presidential Scholarship

## Technical Skills:

- Programming: C#, C++, JavaScript, HTML, CSS, Node.js, React, Express, MongoDB, Socket.io, Bootstrap, Materialize, Three.js, aFrame, Processing
- Software: Unity, Visual Studio, Maya, Monogame, Photoshop, Illustrator
- Other: Oculus Rift, Microsoft HoloLens, Windows OS, Microsoft Office

## Technical Projects:

*Three of Coins*                                              Team Size: 3 | Aug 2018 – Dec 2018
- Created a web game using JavaScript, node.js, and socket.io where players vote on choices that affect a single avatar who must survive a series of encounters based on Tarot cards.

*Skyrim and Killing Floor 2 Levels*                          Team Size: 1 | Oct 2018 – Dec 2018
- Created Levels for both Skyrim and Killing Floor 2 using their respective editors.

*Jester's Tower*                                             Team Size: 5 | Apr 2018 - May 2018
- Used C# in Unity to create a fantasy puzzle game. Worked on the grid architecture for level design and movement, the mechanics for each of the four unique puzzles, the design for some of the puzzles, and implementing the 3D models and animations.

## Work Experience:

RIT Saunders Student Accelerator                                              Jan 2019-May 2019
- Co-Founder: Worked with a 6-person team to create a startup company based on a mobile application for streamlining planning and coordinating with friends. Conducted over 230 customer discovery and solution interviews and created a slide deck to pitch to potential investors.

Rochester Institute of Technology, Rochester, NY                             Aug 2018 – Dec 2018
- Teaching Assistant: Graded assignments and helped students in a Rich Media II class.

University of Rochester, Rochester, NY                                       May 2018 - Jul 2018
- Student Researcher for NSF REU Program: Developed a paper, game prototype, and poster for a research project on music-generated games. The prototype, *Audio Attack*, was built with Processing and created gameplay based on background music features such as frequency, amplitude, and beat.

GlaxoSmithKline, Collegeville, PA                                            May 2017 – Oct 2017
- Scientific Application Developer: Created a virtual reality data visualization application for graph/network type data for the web browser using JavaScript, the aFrame and Three.js libraries, and Web VR, as well as Unity using C#. Both were compatible with the Oculus Rift.

## Activities/Interests:

- Attended the Microsoft HoloHack in Philadelphia, Pennsylvania (June 2017).
- Attended RIT's Crashtest organization to play and test games.
- Volunteered with Habitat for Humanity, RIT's Rudicon, RIT's Honors Service Committee