

# Erik Azzarano

**Address:** 1301 Lenore Rd, Meadowbrook, PA 19046

**Email:** eja4296@rit.edu | **Phone:** (215)-962-1328

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

## Education:

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- Rochester Institute of Technology, Rochester, NY Graduating: 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:

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- 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
- Statistics: Excel, SPSS, Minitab
- Other: Oculus Rift, Microsoft HoloLens, Windows OS, Microsoft Office

## Technical Projects:

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### 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.

### 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.

### Top Minds

Team Size: 4 | Mar 2016 – May 2016

- Designed a user interface for an original mobile app. Went through the process of creating personas, use case scenarios, competitor analysis, wireframes, and final mockups with Photoshop.

## Work Experience:

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### 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.

### Rochester Institute of Technology, Rochester, NY

Jan 2015 – Dec 2018

- Notetaker: Took organized notes during class and submitted them for deaf students to view.

## Activities/Interests:

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- Attended the Microsoft HoloHack in Philadelphia, Pennsylvania (June 2017).
- Attend RIT's Crashtest organization to play and test games.
- 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.