ELLA SOCCOLI

Game Developer Looking for Co-op Summer 2023

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esoccoli

in ella-soccoli

New York, USA

EDUCATION

Rochester Institute of Technology

BS Game Design and Development

- **May 2026**
- Achieved a GPA of 3.8
- Awarded Dean's List for Fall 2022

PROJECTS

Brick Breaker | • esoccoli/BrickBreaker • C#, MonoGame

- Developed a custom Brick Breaker game in C# using the MonoGame Framework
- Enhanced knowledge of C# and programming in general
- Discovered new methods for maintaining project organization and tracking tasks.

- Heightened knowledge of Minecraft modification and development
- Explored techniques for organizing and managing large-scale projects

- Expanded knowledge of the MonoGame framework
- Heightened skills in object-oriented design

EXPERIENCE

Student Note Taker Rochester Institute of Technology

- iii January 2023 Present
- Took comprehensive notes for physics and criminal justice class
- Uploaded notes to an access portal for students with accommodations to view them
- Improved ability to take effective notes

SKILLS

Languages



Technologies

Linux	git	GitHub	vim
zsh	OKD	Docker	
IntelliJ IDEA		Visual Studio	
VS Code			

ACTIVITIES

Computer Science House Rochester Institute of Technology

- May 2022 Present
- Participated in a student-run organization consisting primarily of people enthusiastic about computers and programming
- Contributed to a large-scale project to build a custom arcade machine from scratch
- Collaborated with peers to enhance knowledge and share ideas

Game Symphony Orchestra Rochester Institute of Technology

- August 2022 Present
- Member of a student-run orchestra group that performs video game music
- Enhanced music reading skills and playing techniques
- Participated in a community of students enthusiastic about music