Payton Falcone

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EDUCATION

Wentworth Institute of Technology, Boston, MA   Expected Aug. 2024
Bachelor of Science in Computer Science
3.87/4.0 GPA
Awards: Dean's List (all semesters)
Relevant Courses: Data Structures, Algorithms, Databases, Network Programming, Data Science, Operating Systems, Programming Languages, Parallel Computing, Software Engineering, Game Development

SKILLS

Programming Skills: Java, Python, HTML & CSS, C#, SQL, C++
Technologies: JetBrains IDE, Visual Studio, Unity, Unreal Engine, Eclipse, Git/GitHub

PROJECTS

A Clonesday Adventure, *JavaFX*   November 2021 – December 2021
- Constructed a boss rush platformer game using JavaFX in a team of four
- Included four levels that highlighted different data structures such as queues, stacks, binary trees, and the sorting algorithm Merge Sort
- Designed menu GUI to select each individual level through unique key presses
- Created the game using many organized classes and helper methods in Java
- Used GitHub to help with team collaboration

Slime Slayer RPG, *C#, Unity, Butler*   February 2023 – Present
- Independent Unity Project which encompasses five separate zones in a 2D RPG style game
- Utilized Binary formatters and file streams to safely and securely store player data using the save/load system
- Deployed the project demo to a game marketplace to allow for testing of the mechanics
- Used the command line tool Butler for source control and to upload patches to the demo seamlessly

Instagram Engagement Tool, *Python, Selenium, PyQT5*   August 2021 – Present
- Worked in a team of three to automate Instagram activity
- Operated selenium web driver to interact with web elements on Instagram's website
- The tool contains actions such as: liking, following, direct messaging, commenting, and unfollowing based on user input
- Designed GUI using PyQT5 to take in user input for each field
- Worked with GitHub for version control

Minesweeper Clone, *JavaFX*   November 2020 – December 2020
- Independent project which created a copy of the game Minesweeper using JavaFX
- Incorporated three different difficulties
- Constructed both win/loss screen, random mine placement, and nearby mine detection

Miniscape, *C#, Unity*   April 2024
- Group project developed using Unity Engine during a week-long game jam
- Constructed three levels featuring wall-jumping, corruption, bonus win conditions, and advanced platforming
- Implemented dynamic gravity mechanics, shifting the gravitational pull depending on player position

RELEVANT EXPERIENCE

Soulful Language – Web Developer Intern, *HTML, CSS, JavaScript*   January 2023 – April 2023
- Worked alongside the company to develop multiple prototype websites to display their brand including a prototype that used JavaScript and Passport to create a mock login section
- Designed and programed a final website which was deployed to dozens of clients
- Completed maintenance on the website, constantly making improvements