

Payton Falcone

Boston, MA | (401) 261-9773 | falconep@wit.edu |

<https://www.linkedin.com/in/payton-falcone>

<https://falconepatwit.github.io/>

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

Platformer Game, C#, Unity

December 2018 – January 2019

- Independent project which used the Unity Engine and C# to create a platformer game
- Constructed elements such as: spawn manager, player controller, level progression, and victory screen
- Implemented collision in the Unity Engine to detect player interaction with objects

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