

Giovanni Alayan

(516) 851-0380

giovannialayan@gmail.com

giovannialayan.github.io/portfolio

Objective: Seeking full time software engineering position using programming skills in C# or Javascript

Education: Graduation: December 2023 - GPA: 3.55
Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development
Related courses: Interactive Media Development, Rich Media Web App Development (I, II), Linear Algebra

Skills:

Languages: C#, Javascript, HTML, CSS, Typescript

Tools: React, Unity, NodeJS, MySQL, MongoDB, Express, Angular, Jira, Confluence, Git, Bitbucket, Webpack, Docker

Experience:

- UKG, Lowell MA
Intern
May-August 2023
- Created frontend UI components and functionality as part of a larger UI project. Handled all of the CSS styling for my team's part of the UI.
 - Learned Angular and then helped the senior developers and new hire that had not used Angular before while they were learning.
 - Created unit tests for frontend and backend code. Responsible for creating unit tests for my code and the code of the senior developers.
 - Presented my work as part of the intern program to management and technical staff. Received high praise on the presentation and my work from attendees.
 - Received "exceeds expectations" rating on final internship performance review.

Projects:

- don't not live
Personal
January 2023
- Developed with C# in Unity to create a precision platformer with intentionally unconventional controls.
 - Worked over the course of several months to create a finished game to sell on Steam.
 - Created dashing mechanic based on moving the mouse to allow for high direction precision.
 - Created multiple platforming mechanics to increase the complexity of the platforming and add interesting movement.
 - Used a limited amount of mechanics to create a wide array of platforming experiences throughout the game.

- Syfer
Personal
June 2023
- Developed with NodeJS and Express to create the backend.
 - Used React to create the frontend, most of the functionality of this app is on the frontend.
 - Created React components that can easily be used in multiple places.
 - Created React components that generate page content based on player's game data.
 - A word game where the player must guess letters in a given word based on hints in the form of numbers that correlate to the position of letters in the alphabet in relation to each other.

- Treasure War
Academic
April 2022
- Developed with NodeJS and Express to create the backend of the app which manages the controllers, models, and views.
 - MongoDB is used to store account data and the items in the store.
 - Learned to use bcrypt to salt and hash and compare passwords.
 - React components are used to display data retrieved from the server.
 - Learned how to use Socket.io for real time multiplayer.
 - A real time multiplayer game where players have accounts, and their data is stored and used for in-game skins and a leaderboard.

- Pumpkin Patch
Protector
Academic
October 2021
- Worked in a team of 5 to create a card based tower defense game in C# using Unity.
 - Developed the card system and resource system in the game.
 - Developed the systems such that they could be added onto easily and used by other team members easily.
 - Required consistent communication among team members to complete the game.