

Madeline Boussa

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Objective

Seeking a game design and development co-op utilizing strong programming skills in C++, C#, and Unity.

Available Spring 2024

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2025

Bachelor of Science, Golisano College of Computing and Information Science, Game Design and Development

GPA: 3.9

Dean's List Fall 2021, Spring 2022, Fall 2022, Spring 2023

Student Ambassador for Interactive Games and Media Program

Related Courses: Data Structures & Algorithms I & II (C, C++), Game Development Algorithms & Problem Solving (C#), Game Web Tech (HTML/CSS, JavaScript), Interactive Media Development (Unity, C#), 3D Asset Production (Maya)

Study Abroad - Japanese Game Industry

Summer 2023

- Collaborated with game development students from Kyoto Computer Gakuin during an international game jam
- Connected and worked with studios based in Kyoto and Tokyo to learn about the Japanese Gaming Industry

Skills

Programming Languages and Libraries: C, C++, C#, Java, Python, HTML, CSS, JavaScript, OpenGL

Software Tools: Visual Studio, VS Code, Unity, Unreal Engine, MonoGame, Adobe Suite, Autodesk Maya

Collaboration Tools: GitHub, Trello

Projects

Good Luck Valley (Independent Study Team Project)

Summer 2023

- Collaborated in a team of 6 to develop a 2D adventure platformer, including original story, gameplay mechanics programmed in C#, and original assets designed using the Adobe Suite.
- Level design lead, iteratively developed environments in Unity, architected player pacing, significant moments, designed environmental puzzles, and implemented game mechanics.
- Developed visual effects and particle systems to simulate a dynamic environment and give player movement feedback
- Utilized Trello to manage production schedules and meet development deadlines.

Soulbinder (Academic Project)

May 2022

- Developed a playable prototype of a side scrolling metroidvania game with a team of 4.
- Programmed in C# utilizing MonoGame and Visual Studio to create a GameManager class, GameObject class, and collaborated using GitHub.
- Lead the development of spells in MonoGame, architecting a Spell class and handling collision, casting, and game states.

Work Experience

RIT Information & Technology Services

January 2023 - Present

Tech Management Technician

Rochester, NY

- Manage domain bound and personal machines, providing technical services such as virus removal, data recovery, computer imaging, software troubleshooting, and hardware repairs.
- Utilize strong analytical and problem solving abilities to research, document, and implement solutions.
- Assist students and staff remotely and in person, providing excellent customer service and computer troubleshooting while working in a team-oriented environment.

RIT MAGIC Spell Studios

May 2023 - August 2023

Level Design Lead

Rochester, NY

- Collaborated in a team of 6 to develop an original 2D platformer in Unity, utilizing an agile development structure
- Implemented professional level design processes to create and iterate upon 3 original platformer levels
- Conducted playtests and documented user response to iterate upon current design solutions
- Communicated with team members and shareholders to effectively deliver production plans