

# Madeline Boussa

(518) 669-2399 | [mn7937@g.rit.edu](mailto:mn7937@g.rit.edu) | [people.rit.edu/mn7937/portfolio](http://people.rit.edu/mn7937/portfolio)

---

## Objective

Available Spring 2024

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

## 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#, Node.js, React, Python, HTML, CSS, JavaScript, OpenGL

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

**Collaboration Tools:** GitHub, Trello, Jira

## Projects

### Good Luck Valley (Independent 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.

### PROJECT: Killcode (Academic Team Project)

Fall 2023 - Present

- Developed a bullet-hell rouge-lite in Unity with original mechanics, artwork, and user interface design
- Combat and encounter designer, architected enemy behavior and designed player progression and level layout
- C# programmer, developed a decoupled event system and implemented UI functionality to broadcast game states
- Collaborated on a team of 5 to communicate effectively across disciplines to create a cohesive playable prototype

## Work Experience

### Tech Management Technician

January 2023 - Present

*RIT Information & Technology Services*

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.

### Level & Game Design Project Lead - Internship

May 2023 - August 2023

*RIT MAGIC Spells Studios*

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.