

Madeline Boussa

(518) 669-2399 | mn7937@g.rit.edu | people.rit.edu/mn7937/portfolio

Objective

Available Spring 2024

Seeking a game programming or software engineering co-op utilizing strong programming skills in C++ and C#.

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 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

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.