

# Dominic Russo

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Portfolio: <https://shorturl.at/DGNOY>

## Objective

Seeking a game design & development position using strong programming skills in C++, C#, with Unity and Unreal Engine experience. Available starting September 2023.

## Education

**Rochester Institute of Technology (RIT)**, Rochester, NY

August 2023

*Bachelor of Science, Game Design and Development*

GPA: 3.12

*Related Courses:* Data Structures & Algorithms for Games & Simulation I and II (C++), Virtual Worlds (Unreal Engine), Rich Media Web App Development (HTML, JavaScript, CSS), Game Development and Algorithmic Problem Solving I and II (C#)

## Skills

**Languages:** C++, C#, HTML, JavaScript, CSS

**Tools:** Unreal Engine, Unity, Reaper, Audacity, Visual Studio 2019, VS Code

## Work Experience

**Changeling VR, RIT - School of Interactive Games & Media**

January 2023 – August 2023

*Lead Sound Designer* - <https://www.changelingvr.com/>

- Prioritized work tasks, managed audio team members, and updated project management software with sprint objectives and results. Recorded, mixed and implemented sound effects and music, designed interactive audio systems using Unreal Engine 4.

**RIT Intramural Esports, RIT - Center for Recreational Sports**

January 2019 – January 2022

*Administrator, Project Manager*

- Organized and officiated community esports tournaments with games such as League of Legends, Valorant, Overwatch, and Rocket League.

**X-Plane, Laminar Research**

May 2019 – August 2019

*Junior Software Developer*

- Wrote automated unit tests to facilitate code revisions and reproduced user submitted bugs.

## Projects

**Rock Climbing Gym** - Blade & Sorcery mod (Unity)

October 2022 – Present

**1989** - Unreal Engine 4 Cinematic Level (School Project)

September 2021 – December 2021

## Activities and Interests

- Manager of RIT's Division 2 Overwatch Team
- Co-founded high school e-sports program
- Amateur drummer and bass player
- bouldering enthusiast