Dominic Russo
(203) 317-0136 | dar5212@rit.edu

Objective
Seeking a game design & development internship using strong programming skills in C++, C#, with Unity, Unreal Engine, and Wwise experience. Available starting May 2022.

Education
Rochester Institute of Technology (RIT), Rochester, NY   Expected Fall 2022

Bachelor of Science, Game Design and Development

GPA: 3.04

Related Courses: Data Structures & Algorithms for Games & Simulation I and II (C++), Rich Media Web App Development (HTML, JavaScript, CSS), Game Development and Algorithmic Problem Solving I and II (C#), Composing for Videogames (Wwise, Ableton Live)

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

Tools: Visual Studio 2019, VS Code, Unreal Editor 4, Unity, Wwise, Ableton Live

Projects
Illegal Freedom VR (Personal Project)   January 2021 – Present

- Virtual reality climbing/urban exploration game

Work Experience
RIT Intramural Esports, Center for Recreational Sports, RIT   January 2019 – January 2022

Administrator, Project Manager

- Organize and officiate 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 streamline code revisions and reproduced user submitted bugs.

IT Department, Notre Dame High School   March 2017 – August 2018

IT Technician

- Worked with staff troubleshooting electronics, installed software on school PCs, set up audio/video equipment for school events, installed security cameras, ran and crimped ethernet cables, and assisted with summer tech renovations.

Activities and Interests
- Amateur guitarist, drummer and bass player; bouldering enthusiast