Paul Avallone

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TECHNICAL GAME DESIGNER

5+ years of both Game and Enterprise experience across released projects like the *Please, Don't Touch Anything* games, U.S. Air Force XR training sims, and *Usurper*. Proficient at designing mechanics, systems, game modes, and UI/UX content from ideation to release. Strong scripting and debugging skills, excellent cross-discipline communicator, and a proven ability to iterate, pivot, and adapt. Dedicated to quality and advocates for both the player experience and the creative team.

EXPERIENCE

Technical Designer II - *EMPACT 2 & 3 (U.S. Air Force XR training simulations)*
Kaijon LLC/ HTX Labs - Remote | Contract | Feb 2025 - Nov 2025
- Blueprint scripting complex interactive training sequences for both VR and 2D that are recording and rewind safe.
- Collaborating with production to design interacts that satisfy the client and translate reality to a playable experience.
- Grooming engineering tickets in Jira and documenting procedures in Confluence.

Software Engineer - *Hunter's Legacy: Echoes of the Past - vertical slice, Unreleased Unity Co-op game*
The Devhouse Agency - Dallas, TX | Contract | Apr 2024 - Jul 2024 | Full-Time | Jul 2024 - Oct 2024
- Designed and programmed player mechanics, game systems, and UI for *Hunter's Legacy* for both 2D and VR.
- Constructed gameplay flow and level design based on a script outline and a satellite scan of Katmai National Park.
- Assembled cutscene cinematics, implemented UI, and debugged gameplay elements for a Unity Co-op game.

Software Engineer - *Please Don't Touch Anything, PDTA: House Broken, Arashi: Castles of Sin - Final Cut, Horizon Worlds*
ForwardXP - Dallas, TX | Full-Time | Aug 2021 - Jul 2023
- Designed and programmed interactions, puzzles, and sequences for *Please Don't Touch Anything*: *House Broken* after researching Mixed Reality and documenting platform limitations and compiling best design practices.
- Debugged, updated, and replaced legacy player movement, interactions, UI, and game visuals along with added accessibility and quality of life improvements for *Please Don't Touch Anything* VR Quest version.
- Contributed to control scheme redesign and wrote documentation on potential gameplay improvements for *Arashi*.
- Conceptualized, designed, and implemented party game modes in a beta visual scripting language for *Horizon Worlds* by rapid prototyping and having regular playtests and discussions with Meta.

Software Engineer - *myAvatar Electronic Health Records (EHR)*
Netsmart - Great River, NY | Full-Time | Nov 2020 - Aug 2021
- Programmed and debugged in a proprietary language called Caché to solve Jira tickets for Electronic Health Records.

Software Engineer Intern - Android App for *Vuzix M300 Smart Glasses*
BAE Systems Inc. - Greenlawn, NY | Internship | May 2019 - Aug 2019
- Developed and programmed an Android app for the Vuzix M300 Smart Glasses that displayed operator instructions.
- Created user manual documentation on how to operate the app and glasses.

PERSONAL PROJECTS
- **Usurper - Steam Release 09/09/24**: Made an indie roguelike deck-building game with a small team. Contributed to game design, UI/UX, art, marketing, video editing, and programming. 30+ positive user reviews and 1,500+ sales.
- **Game Jams (Ludum Dare & GMTK) - Itch.io**: Creating games with a small team each time in 2-3 days. 4 of 5 projects have been ranked in the top 1-10% in at least one category from thousands of entries. One ranked 17th in humor.

EDUCATION

Rochester Institute of Technology | *Rochester, NY* | 2016 - 2020 | GPA: 3.61 | Magna Cum Laude
Bachelor of Science in Game Design & Development, Minor in Computer Science

SKILLS
- **Programming Languages**: C++, Blueprints, C#, Java, JavaScript, HTML, CSS
- **Software**: Unreal Engine, Unity, Perforce, Git, Photoshop, Blender, Miro, Microsoft Office, Jira, Confluence
- **Design Expertise**: Mechanics, Systems, Game Modes, UI/UX, Puzzles, Level, Narrative