

# Paul Avallone

## WORK EXPERIENCE

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Location: Smithtown, NY

## EDUCATION

**Rochester Institute of Technology** 2016 – 2020  
B.S. in Game Design and Development  
Minor in Computer Science  
GPA: 3.61 - Magna Cum Laude

## SKILLS

- Programming
- Game Design
- UI/UX
- Level Design
- Video Editing
- Art

### Languages

- |              |        |
|--------------|--------|
| - C++        | - C#   |
| - Blueprints | - C    |
| - JavaScript | - Java |
| - HTML       | - CSS  |

### Software

- |                         |            |
|-------------------------|------------|
| - Unreal Engine 4 / 5   | - Unity    |
| - Visual Studio / Rider | - Perforce |
| - Adobe Photoshop       | - GitHub   |
| - Confluence            | - Jira     |
| - Microsoft Office      | - Miro     |
| - Movie Studio Platinum | - Blender  |

## PERSONAL PROJECTS

**Usurper (Steam 09/09/24)** 2022 – 2024  
Made an indie roguelike deck-building game with a small team. Contributed to game design, UI/UX, art, marketing, video editing, and programming. 20+ positive user reviews and 5,000+ Wishlists.

**Game Jams (Itch.io)** 2018 – 2023  
Participated in five game jams, creating a game with a small team each time in 2-3 days. Two projects have been ranked in the top 10% from thousands of entries. One ranked 17<sup>th</sup> in humor.

**Kaijon LLC:** **Technical Designer**  
Remote February 2025 – Present

### HTX Labs:

- Implementing interactions for UE4 VR training software.

**The Devhouse Agency:** **Software Engineer**

Dallas, TX April 2024 – October 2024

### Unannounced Unreal Engine 5 FPS/VR game:

- Programming player mechanics and game features.
- Level design and gameplay flow.
- Implemented UI and closed captions.

### Unannounced Unity Co-op game:

- Implemented UI and debugged gameplay elements.
- Assembled cutscene cinematics.

**ForwardXP:** **Software Engineer**

Dallas, TX August 2021 – July 2023

### Please, Don't Touch Anything: House Broken (Quest 3):

- Co-designed and programmed interactions, puzzles, and endings.
- Wrote documentation on MR platform limitations and performed comparison tests between MR in UE vs Unity.
- Investigated MR titles and compiled best practices.
- Participated in regular playtest and feedback sessions.

### Unannounced Unreal Engine 4 VR game:

- Co-designed and implemented player movement, inventory, and interaction mechanics.
- Designed control/instruction diagrams using Photoshop.
- Playtesting, debugging, and balancing.
- Filmed and edited gameplay trailer for external pitches.

### Arashi: Castles of Sin – Final Cut (PSVR2, Quest 2, PC):

- Contributed to control scheme redesign.
- Researched similar titles and wrote documentation on potential gameplay improvements.

### Please, Don't Touch Anything [update 2.2] (Quest 2):

- Updated player interactions and game visuals.
- Replaced legacy player movement.
- UI improvements and added accessibility features.
- Bug fixes and quality of life improvements.

### Horizon Worlds: World Hop mini-games (Quest 2):

- Rapid prototyping.
- Conceptualized, designed, and implemented gameplay in beta visual scripting language.
- Took part in regular discussions with clients.
- Playtested and iterated on internal and client feedback.

**Netsmart:** **Software Engineer**

Great River, NY November 2020 – August 2021

- Programmed and debugged in a proprietary language called Caché to solve Jira tickets.

**BAE Systems, Inc:** **Software Engineer Intern**

Greenlawn, NY May – August 2019

- Developed and programmed an Android app for the Vuzix M300 Smart Glasses.