Paul Avallone

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Location: Addison, TX

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
- Android Studio	- Perforce
- Adobe Photoshop	- GitHub
- Confluence	- Jira
- Microsoft Office	- Blender
- Movie Studio Platinum	- Miro

PERSONAL PROJECTS

Usurper (Steam 09/09/24)   *2022 – Present*
Made an indie roguelike deck-building game with a small team. Contributing to game design, UI/UX, art, marketing, video editing, and programming. 4,000+ Wishlists & available now.

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 17th in humor.

WORK EXPERIENCE

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 menu 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 UE4 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.

Lavner Camps: *Technology Instructor*
Old Westbury, NY   *June – August 2018*
- Taught ages 7-14 programming and game design