

Paul Avallone

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School Address

55 Colony Manor Drive, Apt 3
Rochester, NY 14623

Permanent Address

17 Briarroot Drive
Smithtown, NY 11787

OBJECTIVE: To obtain a cooperative education position in my career path as a programmer.

EDUCATION: **Rochester Institute of Technology** Rochester, NY
Bachelor of Science in Game Design and Development Expected May 2020
Minor in Computer Science GPA: 3.70/4.00
Dean's List: Fall 2016 - Fall 2018
RIT Founders Scholarship

SKILLS: Programming Languages: C#, C/C++, Java, JavaScript, HTML, CSS
Software: Unity, Visual Studio, Vim, GNU, Maya, Adobe Photoshop, Movie Studio
Platinum, Microsoft Office
Operating Systems: Microsoft Windows, Linux

PROJECTS: A.I. Movement: Programmed movement of multiple objects to used path following, flocking, and flow fields.
Team Lead: Created a board game called Dice Heist over the course of a semester where I oversaw a team of 4 other people.
Ludum Dare 41 Jam: Created a game in 3 days with 3 team members. Contributed to Game Design and Art. Ranked 185th Overall and 17th Humor out of 2,018 Jam submissions.
Team Project: Created multiplayer 2D game called Stellar Standoff. Programmed camera movements and created sprites.
Maze Projects: Programmed algorithms in C/C++ to solve 2D mazes.

EXPERIENCE: **Tech R3volution, NYIT, Old Westbury, NY**
Technology Instructor Summer 2018

- Taught ages 7 to 14 in tech-based classes including AR/VR Game Design in Unity C# and Elite Skills in Minecraft w/ Java Programming
- Created new material to enhance class curriculum

Park Shore Day Camp, Dix Hills, NY
Counselor Summers 2013 - 2017

- Care for the safety and security of campers ages 6 to 10
- Brought campers to different activities and participated in them
- Help campers during swimming instruction
- Serve the campers their lunch

ACTIVITIES: Racquetball Club, Video Games, Movies, Art, Ice Skating