

Paul Avallone

WORK EXPERIENCE

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Phone: (631)885-0247
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
Making an indie roguelike deck-building game with a small team. Contributing to game design, UI/UX, art, marketing, video editing, and programming. 1,000+ Wishlists and growing.

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.

The Devhouse Agency: **Software Engineer**
Dallas, TX April 2024 – Present

TBA Unreal Engine 5 game:

- Programming player mechanics and game features.
- Level design and gameplay flow.

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.
- Create and edit forms in myAvatar electronic health record (EHR).

BAE Systems, Inc: **Software Engineer Intern**
Greenlawn, NY May – August 2019

- Developed and programmed an Android app for the Vuzix M300 Smart Glasses.
- Created user manual for the app and glasses.
- STEM outreach intern project.

Lavner Camps: **Technology Instructor**
Old Westbury, NY June – August 2018

- Taught ages 7-14 in classes including AR/VR Game Design in Unity C# and Java.
- Created new material to enhance class curriculum.