

Paul Avallone

Addison, TX

paavallone2@gmail.com (631)885-0247

EDUCATION: **Rochester Institute of Technology** Graduated May 2020 - Magna Cum Laude
Bachelor of Science in Game Design and Development
Minor in Computer Science GPA: 3.61/4.00

SKILLS: Programming Languages: C#, C/C++, Java, JavaScript, HTML, CSS
Software: Unity, Unreal Engine 4/5, Visual Studio, Android Studio, Photoshop, Perforce, GitHub, Jira, Confluence, Movie Studio Platinum, Maya, Microsoft Office

EXPERIENCE: **ForwardXP**, Dallas, TX

Software Engineer

Aug 2021 – present

- Please Don't Touch Anything (Quest 2 update 2.2)
 - Improved player interactions and game visuals
 - UI improvements and added accessibility features
 - Extensive bug fixes
- Horizon Worlds: World Hop mini-games (Quest 2)
 - Rapid prototyping
 - Designed and programmed gameplay
 - Designed game instruction diagrams
 - Extensive playtesting and iterating from internal and external feedback

Netsmart, Great River, NY

Software Engineer

Nov 2020 – Aug 2021

- Program and debug in a proprietary language called Caché to solve Jira tickets
- Create and edit forms in myAvatar electronic health record (EHR)

BAE Systems Inc, Greenlawn, NY

Software Engineer Intern

Summer 2019

- Programmed and developed an Android app for the Vuzix M300 Smart Glasses
- Created an in-depth User Manual on how to use the app and glasses
- Helped give demonstrations to upper management
- STEM outreach intern project

Tech R3volution, NYIT, Old Westbury, NY

Technology Instructor

Summer 2018

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

PROJECTS: Team Lead: Created a board game over the course of a semester where I oversaw a team of 4 other people.

Game Jams: I've done 3 of them each separately over 2-3 days collaborating with other people. I contributed to game design & art. Out of thousands of entries, two of them were ranked in the top 10% Overall and one of them got 17th in Humor.