Paul Avallone

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Phone: (631)885-0247
Location: Addison, TX

EDUCATION

Rochester Institute of Technology   *2016 – 2020*
Bachelor of Science
Major in Game Design and Development
Minor in Computer Science
Graduated Magna Cum Laude
GPA: 3.61

SKILLS

Languages

- C/C++   - C#
- Blueprints   - Java
- JavaScript   - 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

PROJECTS

Game Jams (Play on Itch.io)
Designer/Artist   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.

Usurper (View on Steam)
Designer   May 2022 – Present
Working on an ongoing project to create a roguelike deck-building game with a small team. (Designing gameplay and UI/UX)

WORK EXPERIENCE

ForwardXP: *Software Engineer*
Dallas, TX   August 2021 – July 2023

TBA UE5 Mixed Reality game:
- Wrote documentation on MR platform limitations and performed comparison tests between MR in UE4 vs Unity.
- Investigated MR titles and compiled best practices.
- Co-designed and programmed interactions and events.
- Participated in regular playtest and feedback sessions.

TBA UE4 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.

TBA Unity VR game:
- Contributed to control scheme redesign.
- Researched similar titles and wrote documentation on potential gameplay improvements.

Please Don't Touch Anything (Quest 2 update 2.2) Unity:
- 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 on how to use the app and glasses.
- Helped give demonstrations to upper management.
- 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.