Paul Avallone

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

SKILLS: Programming Languages: C#, C/C++, Java, JavaScript, HTML, CSS

Software: Unity, Unreal Engine 4, Visual Studio, Android Studio, Vim, GNU, Adobe Photoshop, Git, Bitbucket, Maya, Movie Studio Platinum, Microsoft Office

Operating Systems: Microsoft Windows, Linux

EXPERIENCE: **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
- Worked with engineering and production teams
- Helped give demonstrations to upper management
- STEM outreach intern project

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

PROJECTS: 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 other team members. I contributed to game design and art. Ranked 185th Overall and 17th Humor out of 2,017 Jam submissions.

Unreal Engine 4: Made an environment in UE4 using free assets. Using Blueprints, I made a sky rail system and collectables. I utilized shifting LODs and asset loading.

Team Project: Created multiplayer 2D game called Stellar Standoff. Programmed camera movements and created sprites.

Level Design: I made custom levels in Half Life 2, Portal 2, and Battle Block Theater.

Maze Projects: Programmed algorithms in C/C++ to solve 2D mazes.

ACTIVITIES: Racquetball, Art, Ice Skating, Film, Video Games