

# Paul Avallone

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Portfolio: <https://www.paulavallone.me>  
Phone: (631)885-0247  
Location: Addison, TX

## EDUCATION

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**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

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### 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

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### Game Jams

*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 17<sup>th</sup> in humor.

### Usurper

*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

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### ForwardXP:

*Dallas, TX*

### Software Engineer

*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:

*Great River, NY*

### Software Engineer

*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:

*Greenlawn, NY*

### Software Engineer Intern

*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:

*Old Westbury, NY*

### Technology Instructor

*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.