

# Paul Avallone – Designer & Programmer

Portfolio: <https://www.paulavallone.me/>

Location: Smithtown, NY | Phone: (631) 885-0247

Email: [paavallone2@gmail.com](mailto:paavallone2@gmail.com)

## Skills

**General:** Game Design, Programming, Visual Scripting, UI/UX, Level Design, Video Editing, Art

**Languages:** C++, C#, Blueprints, Java, JavaScript, HTML, CSS

**Software:** Unreal Engine, Unity, Perforce, Git, Photoshop, Blender, Miro, Microsoft Office, Jira, Confluence

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## Work Experience

### Technical Designer - *Kaijon LLC / HTX Labs - Remote*

Feb 2025-Present

- **IMPACT (UE4/5):** Blueprint scripting interactive training sequences for VR and 2D; Collaborating with production to design interacts that satisfy the client; Grooming engineering tickets in Jira; Documenting walkthroughs of training procedures in Confluence.

### Software Engineer - *The Devhouse Agency - Dallas, TX*

April 2024-Oct 2024

- **Hunter's Legacy: Echoes of the Past (UE5):** Programmed player mechanics and game features; Level design and gameplay flow; Implemented UI and closed captions.
- **Unannounced Unity Co-op game:** Implemented UI and debugged gameplay elements; Assembled cutscene cinematics.

### Software Engineer - *ForwardXP - Dallas, TX*

Aug 2021-July 2023

- **Please, Don't Touch Anything: House Broken (UE5) (Quest 3):** Co-designed and programmed interactions, puzzles, and endings; Wrote documentation on MR platform limitations and performed comparison tests between MR in UE vs Unity; Investigated MR titles and compiled best practices.
- **Unannounced 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.
- **Arashi: Castles of Sin – Final Cut (Unity) (PSVR2, Quest 2, PC):** Contributed to control scheme redesign; Researched similar titles and wrote documentation on potential gameplay improvements.
- **Please, Don't Touch Anything (Unity) (Quest 2):** Updated player interactions and game visuals; Replaced legacy player movement; Added UI and accessibility features; Bug fixes; QOL 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.

### Software Engineer - *Netsmart - Great River, NY*

Nov 2020-Aug 2021

- Programmed and debugged in a proprietary language called Caché to solve Jira tickets.

### Software Engineer Intern - *BAE Systems - Greenlawn, NY*

May 2019-Aug 2019

- Developed and programmed an Android app for the Vuzix M300 Smart Glasses.
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## Personal Projects

### Usurper – *Steam release 09/09/24 (2022 – 2025)*

- Made an indie roguelike deck-building game with a small team; Contributed to game design, UI/UX, art, marketing, video editing, and programming; 30+ positive user reviews and 1,500+ sales.

### 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.
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## Education

**Game Design and Development, Bachelor of Science - Rochester Institute of Technology (2016 – 2020)**

**Computer Science Minor, GPA: 3.61 - Magna Cum Laude**