

Paul Avallone – Designer/Programmer

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

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

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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

Work Experience

Technical Designer - *Kaijon LLC - Remote*

Feb 2025-Present

- **HTX Labs:** Implementing interactions for Unreal Engine 4 VR training software called EMPACT.

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

April 2024-Oct 2024

- **Hunter's Legacy: Echoes of the Past (Unreal Engine 5):** 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 (Unreal Engine 5) (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; Participated in regular playtest and feedback sessions.
- **Unannounced Unreal Engine 4 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.

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 1,000+ 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.

Education

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

Computer Science Minor, GPA: 3.61 - Magna Cum Laude