

Paul Avallone

WORK EXPERIENCE

Email: paavallone2@gmail.com

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

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

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

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)

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.