

Frank Alfano III

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OBJECTIVE

Seeking a game development position to further my knowledge and experience in the industry as well as to allow me to express myself through my passion for game development. Available May 2022 - December 2022.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2024

Bachelor of Science, Game Design and Development

GPA: 3.750

- *Related Courses:* Game Development and Algorithmic Problem Solving I + II (C#), Interactive Media Development (C# + Unity), Introduction to Web Technology for Game Developers (Javascript, HTML, CSS)
- *Dean's List:* Fall 2020, Spring 2021, Fall 2021

SKILLS

Programming Languages: C#, Java, Python, Javascript, HTML, CSS, C, C++

Tools Used: Visual Studio, Visual Studio Code, IDLE, Eclipse IDE, Unity, Maya, paint.NET, Github, FileZilla, MobaXterm

PROJECTS

Blockchain (Competition Project) | <https://github.com/qusr08/Blockchain>

June 2021

- Created a top-down puzzle game for the 2021 Gamemaker's Toolkit Game Jam in 48 hours with my colleague.
- Developed puzzles with increasing complexity using various creative ways to use the core game mechanic.
- Wrote all code from scratch using Unity and C# and created all art assets with paint.NET.
- Placed in the top 10% out of over 6000 submissions in the jam.

View my portfolio of projects here: <https://qusr08.github.io/frankalfano/>

EXTRA-CURRICULAR ACTIVITIES

MATE Robotics Team, Mount Olive High School, Flanders, NJ

January 2017 - June 2020

Control Systems Manager

- Handled all production and delegation of tasks for the final robot code, which was written in Python using IDLE.
- Oversaw the production of all electrical mechanisms as they were built.
- Made changes to the code in a time-sensitive competitive environment.

FIRST Robotics Team, Mount Olive High School, Flanders, NJ

September 2016 - June 2018

Pit Programmer

- Handled all production and delegation of tasks for the final robot code, which was written in Java using Eclipse.
- Made changes to the code in a time-sensitive competitive environment.

Rocket League Esports Team, Rochester Institute of Technology, Rochester, NY

August 2021 - Present

Division 4 Member

- Competed in various tournaments with a team
- Weekly practices to better team chemistry and communication
- Weekly replay reviews to go over past mistakes and improve our level of play

WORK EXPERIENCE

Shoprite, Flanders, NJ

August 2018 - Present

Multipurpose Customer Service Employee

- Bring carts from the parking lot to the front of the store.
- Assist people by helping them carry their groceries to their cars.
- Stock and clean shelves when needed.
- Complete various other tasks that my supervisor asks me to do, or that someone needs help with.