

Frank Alfano III

(201) 687-7160 | falfanoiii@gmail.com
<https://people.rit.edu/fa4931/portfolio/>

OBJECTIVE

Seeking a computer programming 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 2019, Visual Studio Code, IDLE, Eclipse IDE, Unity, Maya, paint.NET, Github

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.

Collab (Personal Project) | <https://github.com/qusr08/Collab>

November 2019

- Created a 2-player puzzle platform game that took about 2 months to make by myself.
- Demonstrated all aspects of core game features with thought-provoking puzzles.
- Produced code in C# with Unity and drew art in paint.NET.
- Used Github for version control along with Trello to organize tasks and give direction for the project.

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.

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.