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: 3.760**
- *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, Spring 2022

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

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 and replay review sessions to better team chemistry, communication, and performance.

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 - January 2022
Multipurpose Customer Service Employee
- Arranged carts, stocked merchandise, cleaned shelves, and completed any other tasks needed for the upkeep and organization of the store.
- Developed/grew communication and interpersonal skills, specifically when assisting customers and working alongside other associates.
- Gained professional experience from strictly adhering to the rules/expectations given, following a set schedule, and managing time sensitive duties.