

EDUCATION

Rochester Institute of Technology – Rochester, NY

May 2023

Bachelor of Science, Major in Game Design & Development, Minor in Psychology

- Cumulative GPA: 3.90

Honors and Awards

- Dean's List: Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022

PROJECTS

Bullet Hell Basketball

January 2022 - May 2022

Academic Team Game

- Organized weekly team meetings and rendezvous with the professor
- Developed menus for the project in the Unity engine
- Coded user interface, player movement, and game mode concepts
- Designed assets for 2D effects and UI using Adobe Photoshop

Stationary

October 2021 - December 2021

Academic Team Game

- Led a team of five in designing a functional game using Monogame in Visual Studio
- Managed production and work-flow for the entire project
- Coded in entity properties and functionality in C#, developed scripts to handle objects and camera movement
- Utilized Adobe Photoshop to design assets for user interface

EXPERIENCE

ICF – Reston, VA

June 2022 - August 2022

Web Development Intern

- Updated and recreated several web projects from Drupal 7 to Drupal 9 during the team's website migration initiative
- Utilized HTML and CSS to properly format and stylize web page elements under guidance from mentors
- Updated web pages to make use of Google Analytics 4

Ivy Biomedical – Branford, CT

June 2021 – August 2021

Software Engineering Intern

- Developed user interface for the company's new line of heart rate monitors using Adobe Photoshop and Crank Storyboard
- Produced documentation of development progress and collaborated with superiors to iterate toward future UI designs
- Studied industry standards on medical GUI for reference in order to refine user interface drafts

RIT Telefund – Rochester, NY

March 2020 - October 2021

Call Operator for Student Alumni Relations

- Communicated with RIT graduates and affiliates to pursue donations
- Tracked which departments at RIT needed financial support, input donor giving history and information
- Analyzed personal call history in order to improve and maintain positive relations with Alumni and RIT affiliates

LEADERSHIP AND COMMUNITY INVOLVEMENT

RIT Improv – Rochester, NY

August 2019 - April 2022

Vice President

- Organized and directed club affairs, events, and fundraisers
- Led workshops to help newcomers familiarize themselves with improv concepts and games

RELEVANT SKILLS

- Software: Microsoft Office, Visual Studio, Visual Studio Code, Adobe Studio, Unity, Unreal Engine, Autodesk Maya, Crank Storyboard, Drupal 9, Google Analytics, MongoDB
- Coding Languages: Java, Javascript, C#, C++, HTML, CSS