William Tallarico

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OBJECTIVE

Seeking a co-op in game design and development; available Jan 2023 – August 2023

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development, expected May 2025
GPA: 3.97
Dean's List Fall 2021, Spring 2022
Presidential Scholarship recipient
Performing Arts Scholar

SKILLS

Programming Languages: C#, JavaScript, HTML, CSS, C++
Tools: Visual Studio 2019, 2022; Unity, GitHub, MonoGame, Maya
Professional: Teamwork, Leadership, Communication, Project Management

PROJECTS

Force of Wills (Academic Project), January – May 2022
- Worked in a team to create a "bullet hell" game within Visual Studio 2019, MonoGame, and C#
- Developed the game systems, with an emphasis on data loading, movement, and object-oriented programming

Infinite Shooter (Academic Project) September – October 2022
- Worked by myself to create a 2d space shooter game, using Unity, C# and Visual Studio 2022
- Some notable features are spawn pooling for enemies and projectiles, object-oriented programming, and basic animations depending upon collisions

Winter's Dawn(Academic Project) November – December 2022
- Created an infinite runner style game using Pixi-JS, along with html and css. Some notable features of this game include the state machine for player movement, as well as a distinct style and clean aesthetics.

WORK EXPERIENCE

Teaching Assistant – RIT, Rochester, NY
January 2022 – present
Tutored approximately 20 students in an introductory programming course. Attended class to assist with lectures. Provided tutoring hours (6-10 per week), graded practice assignments, and provided feedback to the professor to help ensure student success.

EXTRACURRICULAR ACTIVITIES

Eagle Scout (2021) and College Reserve Scout Leader – Troop 341, Pittsford, NY
Trumpet Player – RIT Jazz Ensemble