William Tallarico

Detail-oriented developer with a passion for crafting innovative and efficient applications. Proven ability to collaborate with multi-functional teams to deliver robust and efficient software. Eager to contribute technical expertise, creativity, and a strong work ethic to a software development team. Seeking a job in software development.

75 State Street
Pittsford, NY, 14534
(585) 746-7150
School Email
Personal Email
LinkedIn
Project Portfolio

EXPERIENCE

Crowd Comic, Rochester, NY— *Developer*

May 2024 - August 2024

Worked on an interactive comic web app, contributing to schema design and S3 integration for image storage. Developed key queries in Sequelize/TypeScript for comic publishing. Enhanced the front-end with refined components and smoother transitions. Integrated AI tools in a Discord bot to parse and validate raw availability data, streamlining development processes.

Dedalus Software House, Genoa, Italy— *Code Developer*

May 2023 - August 2023

Worked with an Agile team on multiple gamification projects within Unity. Responsible for creation and design of multiple levels within the project as well as C#-Unity scripting .

RIT, Rochester, NY— *Teaching Assistant*

January 2022 - PRESENT

Attended classes to assist with lectures. Provided tutoring hours, graded assignments, and provided feedback to the professors.

EDUCATION

Rochester Institute of Technology, Rochester, NY

August 2021 - Expected August 2026

Bs (2024) and Ms in Game Design and Development, Minor in Political Science

GPA: **3.99**

Dean's List: Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023

Presidential Scholarship recipient, Performing Arts Scholar

PROJECTS — Project Portfolio

Cosmic Wanderer—September –*December 2024*

Worked solo on a mobile XR constellation drawing application within Unity. Starmap was loaded from a database and set to Unity coordinates, then it was calibrated to user location with the ability to change location using friendly UI/UX.

Echo Breach—September –*December 2024*

Worked on a team of 5 to create a 3d horror game in Unity. Was responsible for programming gameplay features such as a flashlight, a transparency and interaction system. Developed lighting, post processing, shaders and implemented sound for the game. The team used scrum-like iterative development practices to minimize risk and adapt as the project progressed.

Arcaniac — *Academic–September-December 2023*

Worked within a team of 4 to develop a wizard first person shooter within Unity. Responsible for the gameplay programming, primarily the spell and event systems. Created the game's mini map, and implemented the health system for enemies and the player.

SKILLS

C#

C++

Javascript

Typescript

Unity

Sequelize.js

PostgresQL

OpenAi Tools

AWS S3 Storage

Node Development

HTML, CSS

React/Next.js

Express.js

Version Control (Github)

Visual Studio 2022

Awards And Extracurriculars

Eagle Scout - 2021

Trumpet Player- RIT Jazz Ensemble

Flag Football- RIT Flag Football Club