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 solutions. 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.

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

BA and MA 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

Autumn Idle — *Game Jam –October 2023*

Worked in a team of 5 over a weekend to create an idle pumpkin farming game in Unity. Responsible for developing the enemy behaviors and implementing sounds.

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