

# William Tallarico

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## EDUCATION

### Rochester Institute of Technology, Rochester, NY

#### Summa Cum Laude, GPA 3.98

BS (2024) & MS (spring 2026) - Golisano College of Computing and Information Sciences

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

Presidential Scholarship recipient, Performing Arts Scholar, Minor Political Science

## EXPERIENCE (<https://wct9667.github.io/>)

### Graduate Research Assistant: College of Computing & Information Sciences - RIT, Rochester, NY [September 2025 – PRESENT]

Created and researched an retrospective instrument for iterative production process improvement on small teams. Its primary goal is to aid in identifying high level trends in team dynamics grounded in Agile methodology values.

### Designer: Sanctum Protocol, Rochester, NY [August 2025 - PRESENT]

Designed and iterated core gameplay systems ensuring engaging and balanced player experiences. Led prototyping across paper, tabletop, and digital simulations, managing playtesting sessions and collecting data to inform design decisions. Coordinated closely with other leads to maintain project vision, while maintaining and updating design documentation, software tools, and custom solutions to support workflows and ensure clear communication across the team.

### Designer: Trashtronauts LLC, Rochester, NY [May 2024 - PRESENT]

Designed and refined core card game systems for Space Raccoons: Raccoons in Space, including card mechanics, player abilities, and win conditions to create engaging and strategic gameplay. Led paper prototyping efforts to refine gameplay and wording. Currently Space Raccoons has undergone successful Kickstarter funding and is undergoing production soon.

(<https://www.kickstarter.com/projects/space-raccoons/space-raccoon-raccoons-in-space>)

### Producer, echoes - (<https://www.echoes-vip.org>) – [August 2025 - December 2025]

Collaborated with faculty and game directors to coordinate 5 cross-functional development sub-teams. Applied Agile methodologies to ensure workflow consistency. Led process improvement initiatives to streamline and iterate on the development lifecycle.

- **Exhibitor:** Serious Play Conference [2025]

Funded to represent Rochester Institute of Technology at the Serious Play Conference. Exhibited the echoes game Dream Swimmer.

- **Conference Presenter:** VIP Consortium [2025]

Selected and funded to represent Rochester Institute of Technology at the Vertically Integrated Project Consortium 2025 Annual Meeting. Presented a poster about value-based retrospectives for process improvement for echoes.

### Game Director, echoes - (<https://www.echoes-vip.org>) – [January 2025 - May 2025]

Led a team of 5 to develop a poem originated game, Myth of Change. I led bi-weekly meetings, prioritized backlog items, and led the development of core systems.

### Developer: Crowd Comic, Rochester, NY [May 2024 - August 2024]

## SKILLS

C#

C++

Javascript

TypeScript

Unity

Unreal Engine 5

Agile/Scrum

OpenAI Tools

Amazon AWS

HTML, CSS

Node

React/Next.js

express.js

Sequelize.js

PostgreSQL

GitHub/Git

Visual Studio, VS Code

Jetbrains Rider

## Awards And Extracurriculars

**Eagle Scout** - 2021

**Trumpet Player** - RIT Jazz Ensemble

**Treasurer** - RIT Flag Football Club

Developed an interactive React web app, contributing to schema design and S3 integration for image storage. Developed queries using ORM (Sequelize) and TypeScript for content 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. Participated in GitHub pull request reviews. Created a robust set of unit tests for my components and queries.

**Developer: Dedalus Software House**, Genoa, Italy [May 2023 - August 2023]

Designed and developed multiple projects using C# and Unity in an Agile environment. Participated in all Scrum ceremonies, helped to groom backlog stories with team members. Participated in GitHub pull request reviews.

**Teaching Assistant: College of Computing & Information Sciences - RIT**, Rochester,

NY [January 2022 - PRESENT]

Teaching assistant for numerous programming classes [C#, Javascript, Typescript]. Graded, tutored students, and tested assignments.