

William Tallarico

(585) 746-7150 | wct9667@rit.edu | [LinkedIn](#)

Seeking a co-op in game or software development; available January 2024 – August 2024

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development, expected May 2025

GPA: 3.98

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

Presidential Scholarship recipient

Performing Arts Scholar

SKILLS

Programming Languages: C#, C++, JavaScript, HTML, CSS

Tools: Visual Studio 2022, Unity, 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#.

Infinite Shooter (Academic Project) September – October 2022

- Worked to create a simple 2d space shooter game, using Unity, C# and Visual Studio 2022.

Winter's Dawn (Academic Project) November – December 2022

- Created an infinite runner style game using Pixi-JS, along with HTML and CSS.

WORK EXPERIENCE

Code Developer – Dedalus Software House, Genoa, Italy

May 2023-August 2023

Worked with a development team on multiple gamification projects within Unity through weekly sprints. Responsible for creation and design of levels within the projects, as well as using both C# scripts and Unity to expand and add features to the projects.

Teaching Assistant– RIT, Rochester, NY

January 2022 – May 2023

Tutored approximately 20 students in an introductory programming course (C#). Attended class to assist with lectures. Provided tutoring hours (10 per week), graded practice assignments, and provided feedback to the professor to help ensure student success.

EXTRACURRICULAR ACTIVITIES

Eagle Scout (2021)

Trumpet Player – RIT Jazz Ensemble

RIT Flag Football Club