

## William Tallarico

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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

Minor in Political Science

**GPA: 3.99**

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, GitHub

**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#.

Responsible for much of the games programming, such as data loading, system architecture, player movement and animations, enemy attack patterns, enemy movement, enemy health/health-bar, projectile collisions and buttons.

**Arcaniac** (Academic Project) September –December 2023

Worked within a team to develop a wizard spellcasting fps game within Unity, using C#.

Responsible for much of the gameplay programming, primarily the spell system, as well as internal event systems for damage and sound using Unity scriptable objects. I also made the game's mini map, collaborated on creation of enemies, created damage pop-ups, and implemented the health system/damage feedback for the player.

**Autumn Idle** (Game Jam) October 2023

Worked in a team of 5 over a weekend to create an idle pumpkin farming game in Unity.

Developed enemy behaviors and implemented sounds within the game. This involved scripting the enemies to spawn at an increasing rate, targeting and eating random pumpkins. It also involved the ability for the player to click and disperse the enemies, as well as integration of animations for multiple enemy states.

### 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 2 levels within the project, as well as using both C# scripts for changing objects outlines, lighting, player speed, UI and game states 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