

# William Tallarico

[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,  
Summa Cum Laude, GPA: 3.98

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.

### **Echoes - [Website](#) –January - present 2025**

Led a team of 5 to develop a poem originated game, *Myth of Change*. I led bi-weekly meetings, set development priorities, and led the development of core game systems, such as the road builder and car movement systems.

Presented a poster about value based retrospectives for process improvement on *echoes* at the VIP Consortium.

## SKILLS

C#  
Unity  
C++  
Unreal Engine 5  
Javascript  
Typescript  
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

Treasurer-RIT Flag Football Club