

# Brennan Gallatin

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**OBJECTIVE:** Seeking a game development co-op centered around my game development skills and interests, including coding and level design, from May 2025-August 2025

## **EDUCATION:**

**Rochester Institute of Technology (RIT), Rochester, NY**

Expected May 2026

*Bachelor of Science, Game Design and Development*

**GPA: 3.83**

Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024

*Related Courses:* Game Development & Algorithmic Problem Solving I & II (C#), Intro to Game Web Technology, Interactive Media Development, Level Design 1, Media Narrative

## **SKILLS**

**Programming Languages:** C#, C++, Java, HTML, CSS, Javascript

**Tools:** Visual Studio 2022, Visual Studio Code, Unity, Photoshop, Maya, Github

## **WORK EXPERIENCE**

### **Changeling VR**

May 2024-August 2024

*Gameplay Developer*

Rochester, NY (Remote)

- Utilized Unreal Engine 4 to create a new puzzle section for a pre-existing level
- Worked in Unreal Engine 4's blueprint system to add new functionality to pre-existing blueprints, taking platforms that were toggled by buttons and allowing them to change states between two materials
- Worked with a dozen others to expand and improve one level

### **Wegmans**

September 2020-Present

*Grocery Stocking Assistant*

Rochester, NY

- Provide outstanding customer service by answering questions for customers in-person and over phone-calls, directing them to the items they are looking for, working with the team to keep shelves stocked
- Set up displays for new and high volume products for the store front
- Obtained Wegmans Scholarship for working enough hours and providing friendly customer service

## **PROJECTS**

*Roasted Beats, RIT Academic Project*

September 2024-Present

- Project head, leading 4 others in creating a rhythm-cooking game in Unity
- Worked on implementing a minigame to the main gameplay loop, involving clicking notes to music playing
- Organizing and leading team in in-person and online meetings, as well as delegating work through Jira

*That Damned Boulder, RIT Academic Project*

May 2025

- Worked with 3 others to create a 2.5d endless runner game using Unity and C#
- Implemented in-game shop and currency, collision detection for player and obstacles, menu and gameplay UI

## **LEADERSHIP EXPERIENCE**

*Cemetery Flagpoles, Eagle Scout Project*

May 2021

- Planned and ran a project to erect six flagpoles at a local cemetery in Webster, NY, with each flagpole having a flag of a U.S. Military branch, leading 4 scouts and 8 adults
- Contacted multiple local businesses and nonprofit organizations to obtain funds and materials

*Senior Patrol Leader, Scout Troop 262*

September 2020-August 2021

- Youth leader of my Scout troop during the Covid Pandemic, leading 2 dozen scouts in weekly activities and monthly outings
- Planned events for scout to participate in during challenging situations, where plans could change at any time due to the pandemic
- Communicated with adult leaders about wants and concerns of other scouts in the troop