

Brennan Gallatin

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Objective

Seeking a Game Development Co-op/Job starting January 2026 to apply skills in programming, gameplay systems, and level design, with interests in game mechanics, interactive media, and collaborative development.

Education

Rochester Institute of Technology (RIT) - Rochester, NY

Bachelor of Science, Game Design and Development | Expected May 2026

- GPA: 3.93
- Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024, Spring 2025
- Relevant Courses: Game Development & Algorithmic Problem Solving I & II (C#), Intro to Game Web Technology, Interactive Media Development, Level Design I, Media Narrative, Multi-platform Media App Development,

Technical Skills

- **Programming Languages:** C#, C++, HTML, JavaScript, CSS, Java
- **Game Engines & Tools:** Unity, Unreal Engine 4, Visual Studio 2022, Visual Studio Code, GitHub, learning Node
- **Design & Media Tools:** Photoshop, Maya
- **Core Competencies:** Gameplay programming, systems implementation, Agile teamwork, level design, version control, project leadership

Experience

Changeling VR - Rochester, NY (Remote)

Gameplay Developer | May 2024 - Aug 2024

- Developed new gameplay features in Unreal Engine 4, including a puzzle section integrated into a pre-existing VR level.
- Extended blueprint functionality to allow interactive platforms to toggle between materials.
- Collaborated with a ~12-member cross-functional team to design, test, and refine level mechanics.

Wegmans Food Markets - Rochester, NY

Grocery Stocking Assistant | Sept 2020 - Present

- Provided customer service in-person and over the phone, assisting with product location and inquiries.
- Organized shelves and set up promotional product displays to improve store presentation.
- Earned Wegmans Scholarship for reliability, work ethic, and customer service.

Projects

Roasted Beats - RIT Academic Project | Sept 2024 - Dec 2024

- Project Lead for a Unity-based rhythm-cooking game; managing a 5-person development team.
- Programmed rhythm-based minigame mechanics for note-clicking gameplay in sync with music.
- Organized meetings and delegated tasks using Jira for project tracking.

That Damned Boulder - RIT Academic Project | Jan 2025 - May 2025

- Collaborated with a 4-person team to design and develop a 2.5D endless runner in Unity using C#.
- Implemented core systems including currency, in-game shop, collision detection, and UI

Leadership Experience

Eagle Scout Project - Cemetery Flagpoles | May 2021

- Planned and executed installation of six flagpoles for a local cemetery in Webster, NY.
- Directed a team of 4 scouts and 8 adults, coordinating fundraising and materials with community partners

Senior Patrol Leader - Scout Troop 262 | Sept 2020 - Aug 2021

- Led a troop of ~24 scouts during the Covid-19 pandemic, adapting activities to changing conditions.
- Organized weekly meetings and monthly outings, maintaining engagement and safety.
- Acted as mediator between youth members and adult leadership.