

Brennan Gallatin

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Objective

Seeking a Software Development position to apply skills in programming and interactive systems, with interests in interactive media and collaborative development.

Education

Rochester Institute of Technology (RIT) - Rochester, NY

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

- Relevant Courses: Data Structures & Algorithms 1 & 2 (C++), Multi-platform Media App Development (Dart, Flutter), Interactive Media Development (C#), Rich Media Web App Development 1 & 2 (Javascript, Typescript, Node, HTML, CSS)
- Dean's List: All Fall & Spring semesters, Fall 2022-Fall 2025
- GPA: 3.93

Technical Skills

- **Programming Languages:** C#, C++, HTML, JavaScript, CSS, Java, Dart, Flutter
- **Development Tools:** Visual Studio 2022, Visual Studio Code, GitHub, Node, Unity, Unreal Engine 4
- **Design & Media Tools:** Photoshop, Maya, DaVinci Resolve
- **Core Competencies:** Systems implementation, Agile Teamwork, Version Control, Project Leadership, Gameplay programming

Experience

Changeling VR - Rochester, NY (Remote)

Gameplay Developer, Narrative Writer | Jan 2026 - May 2026

- Implemented visually improved loading sequences to improve the user experience
- Led meetings in assistance of my supervisor, keeping a team of 8 updated on each other's work, and setting priorities for other's work
- Edited environment of levels to reduce loading, create a smoother narrative flow, and improve user experience

Gameplay Developer | May 2024 - Aug 2024

- Developed new gameplay features into a pre-existing level, extending playtime
- Extended script functionality to allow interactive platforms to toggle between materials.
- Collaborated across departments to design, test, and refine level mechanics.

Wegmans Food Markets - Rochester, NY

Grocery Stocking Assistant | Sept 2020 - Present

- Provided outstanding 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 using C#.
- Organized meetings multiple days a week, delegating 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, adding depth and replayability to gameplay

Leadership Experience

Electronic Music Club - Rochester Institute of Technology

Event Coordinator | May 2025 - May 2026

- Ran events focusing on live DJ performances, with attendances upwards of 50 people
- Communicated with on campus authority and security to make sure events were cleared and followed safety regulations
- Gained feedback and insights from community members to create events that were appealing to their interests

Scouts BSA | Sept 2015 - Aug 2022

- Reached Eagle Rank in July 2021 after completing all requirements, including a local service project
- Senior Patrol Leader of my troop during the Covid-19 pandemic, leading weekly meetings and monthly weekend events virtually and in-person, following safety regulations