

Sebastian Bolatto

SebastianBolatto@gmail.com | Full portfolio at: <https://sebastianbolatto.com/>

Education

Rochester Institute of Technology, Rochester, NY	Expected May 2026
M.S. Game Design and Development	GPA: 4.00
University of Maryland, College Park, MD	Graduated May 2024
B.S. Computer Science	GPA: 3.88

Awards

Academy of Interactive Arts and Sciences (AIAS) Foundation Scholarship	Awarded August 2025
National GEM Consortium GEM Fellowship	Awarded April 2024

Work Experience

<u>XR Developer – Consolidated Nuclear Security, LLC</u>	May 2025 – July 2025
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- Designed and developed an XR simulation exhibiting a fictional nuclear power plant featuring a replica power plant model with cut-away layers, interaction through hand-tracking, and room walkthroughs.
- Built an AR companion app for a statue installation of historical figures in A.K. Bissel Park, utilizing an LLM to allow users to ask animated figure replicas questions through natural voice interaction.

<u>Simulation Developer – Consolidated Nuclear Security, LLC</u>	June 2024 – August 2024
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- Created a simulation for use with partner countries to exercise planning, analysis and preparation for the removal and transport of radioactive material between hospitals and other storage locations.
- Combined LiDAR scans of building interiors with satellite imaging of street routes within Unity to create a multi-purpose simulation allowing for full mission planning from extraction to destination.

<u>VR & AR Development Intern – NASA Goddard Space Flight Center</u>	August 2023 – December 2023
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- Delivered improvements to the Mixed Reality Exploration Toolkit (MRET), a Unity VR/AR package.
- Primarily responsible for assisting development on project VALIXR, which utilized the MRET Toolkit to provide a VR and AR visualization of the NASA Goddard Earth Observing System (GEOS) climate/weather model, providing tools to manipulate GEOS data like hurricanes.

<u>Simulation Development Intern – NASA Kennedy Space Center</u>	June 2023 - August 2023
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- Developed a Unity-based desktop and Virtual Reality lunar simulation, built to support mission planning projects including the In-Situ Resource Utilization (ISRU) Pilot Excavator.
- Implemented a realistic rover driving and control system, and an input management system that allows user interaction scripts to be easily programmed for both PC and VR controls.

Collaboration and Leadership

<u>Officer Position – Student Game Developers Alliance</u>	September 2021 – May 2024
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- Acted as a club representative and general event organizer for The Student Game Developers Alliance (SGDA), a partnership of university game development clubs across the USA.
- Networked with other clubs across the USA, provided advice and workshop help, and helped organize an annual two-day games conference with speaker panels, workshops, and a student games showcase.

<u>President Position – University of Maryland Game Developers Club</u>	March 2021 – May 2024
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- Led game development workshops and organized group projects and university-wide game jams.
- Organized talks, networked with other university clubs, and discussed game design with club members.

Tools and Skills

Game Engines and 3D Modeling: Unity, Unreal, Autodesk Maya, Blender

Programming: C#, C++, C, Python, Java, Ruby, HTML5, CSS, JavaScript, Kotlin, MIPS Assembly

Applications: Adobe Photoshop, Adobe XD, Figma, Microsoft Office and Google Suite Applications

Languages: Fluent in English and Spanish