

# Sebastian Bolatto

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## Education

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

## Awards

|   |                     |
|---|---------------------|
| <b>Academy of Interactive Arts and Sciences (AIAS) Foundation Scholarship</b> | Awarded August 2025 |
| <b>National GEM Consortium GEM Fellowship</b>                                 | Awarded April 2024  |

## Work Experience

|   |                             |
|---|-----------------------------|
| <u>XR Developer – Consolidated Nuclear Security, LLC</u>  | May 2025 – July 2025        |
| • 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     |
| • 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 &amp; AR Development Intern – NASA Goddard Space Flight Center</u>  | August 2023 – December 2023 |
| • 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 |
| • 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

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|--|---------------------------|
| <u>Officer Position – Student Game Developers Alliance</u>   | September 2021 – May 2024 |
| • 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. |                           |

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|--|-----------------------|
| <u>President Position – University of Maryland Game Developers Club</u>                                | March 2021 – May 2024 |
| • 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