

# Sebastian Bolatto

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## Education

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

## Awards

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| <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

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| <b>Simulation Development Intern – Consolidated Nuclear Security, LLC</b> | Summer 2024, 2025 |
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- Utilized Unreal Engine to develop a VR training simulation featuring a thermal haptic glove. Used thermal feedback to train uranium workers in nuclear safety and detecting the signs of nuclear criticality.
- 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.

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| <b>AR/VR Intern – National Aeronautics and Space Administration (NASA)</b> | June 2023 – December 2023 |
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- Delivered improvements to the Mixed Reality Exploration Toolkit (MRET), a Unity VR/AR package.
- Collaborated with scientists to add a weather visualization tool to MRET by interpreting their needs and designing and implementing features that allow them to view and form connections between data sets.
- 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, a moon terraforming rover.

## Selected Game Projects

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| <b>VALORANT Agent Design Exercise – Solo</b> | May 2025 – August 2025 |
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- Designed a full agent ability kit with consideration to character role, theme, and ability combos.
- Conducted a thorough analysis on VALORANT's gameplay, compiling my research into a report.
- Ensured ability kit followed agent design pillars and avoided overlapping other agent's niches.

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| <b>Verdant Engine – Game Designer – Team of 6</b> | January 2025 – May 2025 |
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- Led the development of a strategy roguelike game about a garden atop a mech. Designed core gameplay systems, including mechanics for plant placement, mech parts, resource management, and progression.
- Coordinated playtesting sessions, iterated using player feedback, and wrote extensive documentation.

## Collaboration and Leadership

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| <b>Officer Position – Student Game Developers Alliance</b> | September 2021 – May 2024 |
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- Acted as an event organizer, network coordinator, and representative 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 organized an annual two-day games conference with speaker panels, workshops, and a student games showcase.

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| <b>President Position – University of Maryland Game Developers Club</b> | March 2021 – May 2024 |
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- Led game development workshops, 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

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**Game Engines and 3D Modeling:** Unreal Engine, Unity, Autodesk Maya, Blender  
**Programming and Source Control:** C++, Blueprints, C#, C, Python, Java, Ruby, Git, GitHub, GitLab  
**Applications:** Adobe Photoshop, Adobe XD, Figma, Microsoft Office and Google Suite Applications  
**Languages:** Fluent in English and Spanish