

Abigail (Abby) Rochelle

508-380-6629 | ajr1580@rit.edu | [linkedin.com/in/abby-rochelle](https://www.linkedin.com/in/abby-rochelle) | <https://abbyisprogramming.github.io/>

OBJECTIVE

Seeking a Game Design or Software Development adjacent co-op/internship utilizing skills in C#, Java, JavaScript, HTML, CSS, Unity, project management, interaction design, or related techniques. Available Summer 2027.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Rochester, NY

Bachelor of Science, Game Design and Development

- GPA: 3.70
- Dean's List [Fall 2024, Spring 2025, Fall 2025, and Spring 2026]
- Awarded Presidential Scholarship
- Awarded Performing Arts Scholarship
- Relevant Coursework: Game Development and Algorithmic Problem Solving, Problem Solving with Data Structures, Introduction to Interactive Media, Intro to Web Tech for Games, Experience Design for Games and Media, Mathematics of Graphical Simulation, Discrete Mathematics, 2D Animation and Asset Production, 3D Animation and Asset Production

TECHNICAL SKILLS

Languages | C#, C++, Java, JavaScript, HTML, CSS, React.js, Object-oriented programming

Tools | Visual Studio, Visual Studio Code, Git, GitHub, GitLab Unity, Figma, Excel, Trello, Maya, Agile Methodologies

Operating Systems | Windows, macOS, iOS

PROJECT EXPERIENCE

The Flowershop | *Women in Computing 24-hour Hackathon*

March 2025

- Collaborated in a group of three students to create an interactive demo of an original game, 'The Flowershop'
- Programmed demo using HTML, JavaScript, React.js and implemented teammates' original designs
- Presented original game to a panel of judges and received Hackathon award
- Have since continued to develop this game alongside teammates using Unity and C#

WORK EXPERIENCE

RIT MAGIC Spell Studios

Rochester, NY

Game Developer

January 2026 - Present

- Engineered novel VR physics-based mechanics in Unity and C# to solve complex and undocumented technical challenges to create training modules for an external client
- Architected core gameplay management systems from a Software Engineering lens to streamline logic
- Participated in an Agile framework, contributing to daily stand-ups and iterating on features in response to feedback from production team and client across weekly sprints

Freelance Work

Sub-Contractor

May 2025 – August 2025

- Worked with co-sub-contractors to utilize Blender, After Effects, and Figma to storyboard, direct, and animate 2D and 3D advertisements and information videos for companies such as CrunchLabs

Code Ninjas

Medfield, MA

Code Sensei

June 2023 – August 2023

- Taught young students technical skills in computer programming, game design, and animation
- Provided a fun and safe learning environment while facilitating group and individual learning across coursework in Java, Scratch, and Roblox

INTERESTS

Singing, Acting, Voice Acting, Knitting, Painting, Running, and Learning New Computing Languages and Workflows