CAMERON F. RUSSO

cfrusso18@gmail.com

Game Developer – Boston, MA   781-572-8249 | xephyre18

www.cameronrusso.com | linkedin.com/in/cfrusso18 | github.com/cfrusso18 | twitter.com/Xephyre18

SUMMARY

Hello! I am Cam(he/him), and I'm a 23-year-old recent graduate of Northeastern University, graduating cum laude with a Bachelor of Science in Computer Science and Game Development in May of 2023. For the past four years at school, I have been creating and learning about games, as well as sharing my knowledge as a board member for the Northeastern University Game Development Club. Currently, I am seeking full-time employment that more aligns with my passion!

SKILLS

LANGUAGES: C++, C#, Java, C, Python, Lua, Unreal Blueprints, TypeScript, React, Assembly, HTML
SOFTWARE: Unity, Unreal Engine 5, Git, Adobe Suite, Visual Studio, JetBrains IDEs, Godot, Ren'Py
OTHER: 3D Modeling (Blender), Strong Communication and Presentation, Leadership

---

EXPERIENCE

Curds&Co, Brookline, MA   November 2023 - Current
Cheesemonger
- Assisted and guided customers through purchases according to their requests and taste
- Maintained knowledge of all products within the store in order to effectively provide pairings
- Performed various other tasks including order fulfillment, assembling boards, and maintenance

TheRealMe.io, Remote   July 2023 – October 2023
Freelance UX/Quality Assurance
- Performed quality assurance checks across the entire website
- Stress tested the site's features to ensure usability
- Provided detailed bug reports including pictures and videos for the engineering team.

Wayfair, Boston, MA   June 2021 - December 2021
IT Asset Management, Co-Op
- Responsible for distribution, reclamation, and repair of all technological equipment
- Managed automation projects to improve the workflow of our team
- Assisted in the organization and execution of Wayfair's Return To Office

---

Education

Northeastern University, Boston, MA   September 2019-May 2023
Khoury College of Computer Sciences
Bachelor of Science in Computer Science and Game Development
GPA: 3.6/4.0
Coursework: Game Studio, Level Design, Game Engines, Game Narrative, Rapid Idea Prototyping
Stoneham High School, Stoneham, MA   August 2015-May 2019

Activities

Projects: SUPERULTRAMEGA FIGHT!!!!!!!! (Unity, Fighting), Antithesis (Unity VR, 1v1 Competitive Horror)
Untitled Action RPG (Unreal 5, ARPG), Civilization and Map Generation (Python 3)
Hobbies: Video Games (fighting, RPG, strategy), fitness, cooking, trumpet, modding consoles, cheese