

# Kenneth Rossi

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[portfolium.com/KennyRossi/portfolio](https://www.portfolium.com/KennyRossi/portfolio)

## EDUCATION

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**Rochester Institute of Technology** **Rochester, NY**  
*Bachelor of Science in Game Design and Development* August 2023

- **GPA:** 3.95 / 4.0 (Summa Cum Laude)
- **Honors:** Dean's List (x8), RIT Outstanding Undergraduate Scholar Nominee, RIT School of Interactive Games & Media Commencement Delegate Nominee

## PROJECTS & WORK EXPERIENCE

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**Penco Electric & Generators** **Chicago, Illinois**  
*Programmer Consultant (Remote)* January 2024 – Present

- Worked with Zapier, Insightly (CRM), and other sources to automate business traceability
- Improved legacy infrastructure and identified critical areas to optimize
- Communicated with stakeholders to present progress and provide detailed documentation

**State of Matter | Open 3D Foundation** **Rochester, NY**  
*Lead Designer & Creative Lead* January 2023 – Present

- Utilized Unity ProBuilder & later O3DE's tools to iterate and create levels
- Worked cohesively with different pipelines and integrated their work into levels
- Led fruitful design discussions within positive team environment
- Crafted compelling narrative and cutscenes to suit team vision

**Drashti LLC** **Washington, D.C.**  
*Intern - Software Engineer in Testing* June 2022 – August 2022

- Led QA efforts for their flagship Salesforce-based product, Element
- Automated acceptance testing using Selenium-based AccelQ tool on Salesforce interface
- Worked directly with the Senior Product Manager to ensure coverage of all business scenarios
- Led knowledge transfer sessions to onboard new members to the testing framework
- Documented tests and FAQ's for a smooth transition

**Data Structures & Algorithms II | RIT** **Rochester, NY**  
*Teacher Assistant (20 hrs/week)* August 2022 – December 2022

**Whip and Tear | Unreal VR Action** **Rochester, NY**  
*Lead Level Designer* January 2022 - May 2022

- Learned Unreal 4 engine and familiarized myself with developing for VR
- Designed multiple levels for a VR action game
- Used lighting, enemy placement, and objects of interest to guide player without breaking immersion

## SKILLS, ACTIVITIES & INTERESTS

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**Technical Skills:** C#, C++, Unreal Engine, Unity, Unity ProBuilder, MonoGame, Web Development, Javascript, NodeJS, Ajax, Bulma, Fetch, Canvas, Visual Studio, Google Suite, Excel, Github  
**Interests:** Game Design, Creative Writing (Minor), Film