Milo Qureshi

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COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences   **Rochester, NY**
Bachelor of Science, Game Design and Development   Expected May 2027

- GPA: 3.89
- Dean's List: Fall 2024, Spring 2025
- National Merit Scholar
- Relevant Coursework: Game Development and Algorithmic Problem Solving (C#), Problem Solving with Data Structures (C#), Game Design and Development I & II, Interactive Media Development (Unity), 2D and 3D Asset Production and Animation, Web Production (HTML, CSS, JavaScript)

TECHNICAL SKILLS

Languages | C#, C++, Python, JavaScript, HTML, CSS, MySQL
Tools | GitHub, Unreal Engine, Unity, Godot, MonoGame, .NET, Visual Studio Code, Visual Studio, SQLite, Maya, Blender, Adobe Creative Suite, Aseprite, Trello, Figma, LucidChart

EXPERIENCE

echoes, Vertically Integrated Project   Rochester, NY
Game Developer, 2D Artist   **January 2025 – Present**

- Collaborating in a student-run project that explores how developing and playing games can cultivate shared understandings and foster meaningful connections.
- Partnering in a cross-functional team using Unity, Visual Studio, and GitHub
- Designing gameplay, assets, and animations in a 2D 16x16 pixelated style and integrating them into Unity

Rig My Roll, Academic Project   Rochester, NY
Game Developer/Designer, Project Coordinator   **April 2025 – May 2025**

- Developed a rogue-like slot machine game with Monogame framework, C#, and Visual Studio in a team setting
- Coordinated project tasks and organized task board, implemented logic for randomizing and manipulating slot rolls, slot machine, and item usage, and loading textures from file
- Presented a pitch to a classroom setting, maintained consistent coding standards and conventions across project and encouraged the use of version control

The Dynamos (Team 250), FIRST Robotics   Albany, NY
Software Development and Strategy Captain   **September 2023 – June 2024**

- Participated in global team-based robotics competitions, mentored by professionals in various related fields, and analyzed game rules and components every year
- Coordinated sub-team focused on developing competition scouting software, using C#, Visual Studio, GitHub, and SQLite
- Directed students on appropriate conduct, acclimated them to the controller mappings to ensure accurate and precise readings on competition days
- Established multiple masters' code for public use, presented controller mappings and final UI to full team