

Stefano Cono

(203) 516-8386 • stefanoconow@gmail.com • <https://www.linkedin.com/in/stefano-cono>

OBJECTIVE

Aspiring game developer seeking a Summer 2026 co-op or internship in the video game industry to apply skills in Maya, Substance Painter, and Unreal toward creating engaging player experiences.

EDUCATION

Rochester Institute of Technology, Rochester, NY

Anticipated May 2027

Bachelor of Science, Game Design and Development

- ❖ Recipient of the RIT Presidential Scholar Scholarship
- ❖ Recipient of the RIT Performing Arts Scholar Scholarship

Relevant Coursework: Game Design & Development II, 3D Animation and Asset Production, Development for Real-Time Simulations and Games II, Rich Media Web App Development I.

TECHNICAL SKILLS

- ❖ Programming Languages: C#, C++, Python, JavaScript
- ❖ Game Engines & Tools: Unity, Unreal, Maya, Substance 3D Painter
- ❖ Other: Photoshop, GitHub, Visual Studio, Windows/Linux/macOS

PROJECTS

Override

January 2024 - May 2024

Group Class Project

- ❖ Developed a rogue-like gameplay loop throughout the semester in a series of four sprints.
- ❖ Programmed with a group of 4 teammates in C# using MonoGame Framework.
- ❖ Implemented store, pause, and main menus as well as several weapons for players to use.

PROFESSIONAL EXPERIENCE

RIT ITS - Rochester, NY

September 2022 - Present

Desktop Support Technician

- ❖ Provided technical support for university staff and students, both remotely and in person.
- ❖ Worked as a team to efficiently support clients regarding software and hardware issues.
- ❖ Worked with MacOS, Windows, and Linux operating systems.
- ❖ Utilize various tools including BeyondTrust, ServiceNow, Slack, Intune, and Jamf to assist users.

Assistant Support Administrator

May 2025 - August 2025

- ❖ Worked with faculty members and ITS co-workers to help support several different departments.
- ❖ Primarily focused on migrating computers from Windows 10 to Windows 11.
- ❖ Worked with Microsoft's Intune console to manage these computers as well as RIT's own CLAWS computer management system.

LEADERSHIP

Boy Scouts of America - West Haven, CT

May 2021 - May 2022

Eagle Scout, Senior Patrol Leader

- ❖ Planned and budgeted a \$700 project leading a team of fellow scouts.
- ❖ Constructed a set of three animal shelters for a feral cat colony.
- ❖ Organized camping trips and other events for other scouts.