



**Name:** Alexa Amoriello

**Major and Year level:** GDD, 2nd Year

**Hometown:** Westchester, NY

**Co-ops:** Rochester, NY, CPQ/SAP Intern and Purchase, NY, Lead Animation Counselor

**RIT involvement:** I help manage the Electronic Gaming Society, and volunteer for the shelter club!

**Why I chose RIT and IGM:** I chose RIT and IGM because it combined two things I love to do: artwork and programming. The program felt right at home when I got there and I was surrounded by creative people who loved doing what they do.

**Favorite thing about RIT and IGM:** My favorite thing about RIT is the diverse community that it holds, especially the community inside the IGM department student and staff wise.

**Why I became an Ambassador:** I became an ambassador so I could share my amazing experience in the program, and help others realize their potential in the program.

**What I want to do after I graduate:** I want to work on an indie game or as a professor.

**Fun fact about RIT and/or IGM:** Giant gaming events are usually held in the labs as a watch party if people aren't stressed out about other things.



**Name:** Matthew Barry

**Major and Year level:** Game Design & Development, 4th Year

**Hometown:** Marathon, NY

**Minor(s):** Business Administration; Marketing

**Co-ops:** Magic Spell Studios (Rochester, NY) - Magic Maker (Summer 2017); Magic Leap

(Plantation, FL) - SDK & Tools Programmer (Summer 2018 & 2019); Walt Disney Imagineering (Glendale, CA) - Animation Tools Programmer (Fall 2018); Epic Games (Cary, NC) - Fortnite Programmer Intern (Fall 2019)

**RIT involvement:** Game Jams; Weightlifting; Ping Pong

**Why I chose RIT and IGM:** Great co-op program; MAGIC incubator programs; The atmosphere and environment of RIT.

**Favorite thing about RIT and IGM:** The amount of opportunities to do amazing and fun things.

**Why I became an Ambassador:** To spread awareness of the program and share my passion with perspective families.

**What I want to do after I graduate:** Make fun and memorable video games experiences.



**Name:** Barrington Campbell

**Major and Year level:** GDD 4th year

**Hometown:** Montclair, NJ

**Co-ops:** 20th Century Fox (FoxNext), Graphics and Tools Engineer. Unity Technologies, Technical Artist.

**RIT involvement:** Game Jam/Hackathon mentor (Unity Ambassador)

**Why I chose RIT and IGM:** I witnessed how passionate students are to improve and create products that surpass expectations.

**Favorite thing about RIT and IGM:** The many amazing projects students work on and the support faculty give.

**Why I became an Ambassador:** I wanted a way to give back, while being able to improve myself in the process.

**What I want to do after I graduate:** Continue to work at Unity, while I look toward building my own business.

**Fun fact about RIT and/or IGM:** IGM's logo looked completely different a year ago.



**Name:** Coehl Gleckner

**Major and Year level:** Game Design and Development BS/MS 4th

**Hometown:** Glen Rock NJ

**Minor(s):** Communication

**Co-ops:** Booz Allen Hamilton, Summer Games Intern

**RIT involvement:** Circle K International, Jam for a Cause, Humans versus Zombies

**Why I chose RIT and IGM:** The feeling I got from visiting RIT and IGM for the first time was so inspiring to me, getting to talk with people from RIT that were so passionate and yet so similar to me at the time (being a big introvert).

**Favorite thing about RIT and IGM:** The one thing I love about RIT, is you can always find people with a passion for something, whether it be related to school or a club they're a part of, everybody loves to talk about what they're into. IGM is the place that I get to talk about what I love, Video Games. Making them, playing them, analyzing them, so many of the people I've met just have such a level of passion that I have yet to see in many other places.

**Why I became an Ambassador:** I wanted to become an Ambassador because I realized the power an individual can have on the culture of our department. Putting in the time to help others have more opportunities to show off their skills is something that I really enjoy doing, and I hope to use my skills to give the students of IGM the chance to succeed.

**What I want to do after I graduate:** After I graduate, I hope I can become a Game Designer at a game studio, and learn from the experienced people at that company to be able to create games that are truly outstanding.

**Fun fact about RIT and/or IGM:** Did you know, that RIT has 15,710,693 bricks on campus?

That's the number one fact you need to remember, so don't forget it.



**Name:** Jin Jin Heipler

**Major and Year level:** New Media Interactive Development, 3rd Year

**Hometown:** Shrewsbury, MA

**Minor(s):** Communication and Mobile Development

**Co-ops:** MassMutual, Enterprise Technology Development Intern; (upcoming) Constant Contact, Software Engineering Intern

**RIT involvement:** RIT Women's Rugby, RIT GLBTQIA+ Alliance

**Why I chose RIT and IGM:** For as long as I can remember, I said I wanted to make video games. I've also always been an athlete, so when I was looking for schools, I wanted to find a place where I could be a nerd and also keep up with my sports--and that place just happened to be RIT. The last thing that drew me in was the fact that RIT had so many options and avenues that I could pursue. I realized at Accepted Students Day for RIT that I wanted to make more than just games, and I was ecstatic to learn that RIT also offered New Media Interactive Development, which would teach me the programming and design skills needed to create any kind of interactive experience.

**Favorite thing about RIT and IGM:** The people. Everyone here is super diverse, each with their own backgrounds and stories. It's amazing being part of an environment like this, especially with knowing we all share a common bond of being a little nerdy. IGM has its own culture too. It's really fun and I love making friends in this department and collaborating with people who share my passions.

**Why I became an Ambassador:** I was and always have been excited about NMID and IGM. I love talking to people, and I wanted to pass on my knowledge to hopefully help other people be just as excited about IGM and welcome them into this crazy family.

**What I want to do after I graduate:** I would love to work on interactive application installations like the ones you see in museums (like at the Strong Museum of Play).

**Fun fact about RIT and/or IGM:** If you run the perimeter of campus, it's equal to pi (3.14 miles)



**Name:** Emily Horton

**Major and Year level:** Game Design and Development, 3<sup>rd</sup> Year

**Hometown:** Dryden, NY

**Co-ops:** Software Engineer at Mastodon Design in Rochester, NY

**RIT involvement:** Leader of Tangent, RIT's support group for transgender students

**Why I chose RIT and IGM:** I chose RIT and IGM because I love the area and loved the curriculum RIT offers.

**Favorite thing about RIT and IGM:** My favorite thing about RIT and IGM are the professors and all of the faculty- they are always helpful and patient!

**Why I became an Ambassador:** I became an ambassador because I wanted to help prospective students understand RIT and what they can expect if they enroll.

**What I want to do after I graduate:** After graduation, I want to find a local job in either game programming or software engineering, settle down in the area with my partner, and stay involved with RIT where appropriate.

**Fun fact about RIT and/or IGM:** RIT has over 7 different LGBTQ clubs and organizations! RIT and IGM are very welcoming towards all kinds of students.



**Name:** Sean Koh

**Major and Year Level:** 4th year graduating in Game Design and Development

**Hometown:** Foster City, California

**Minor:** Creative Writing

**Co-Ops:** Design Intern at Strong Museum and Design Intern at Vicarious Visions

**RIT Involvement:** IGM Tutor

**Why I chose RIT and IGM:** Nationally Ranked program and great co-op directive in curriculum.

**Favorite Thing About RIT and IGM:** Amazing and supportive faculty and endless opportunities to pursue your own projects.

**Why I Became an Ambassador:** A student ambassador at IGM that gave me a tour before I made my choice. He gave a great honest description of the program and it was really insightful and helpful in making my choice. I thought it would be nice to be able to do the same he did for me for others.

**What I want to do after I graduate:** Relax and travel for a bit before applying for a full time position at a video game studio.



**Name:** Ella Mathewson

**Major and Year level:** New Media Interactive Development, 4th year

**Hometown:** Cleveland, Ohio

**Minor(s):** Digital Literature and Comparative Media

**Co-ops:** Portsmouth, NH - UI Intern. New York City - Front End Developer Intern

**RIT involvement:** Worked at Reporter (RIT's campus magazine)

**Why I chose RIT and IGM:** I wanted a major where I could program and be creative while doing it. I applied to a lot of places as either a computer science major or a graphic design major, but RIT was the only college where I could do both.

**Favorite thing about RIT and IGM:** The people. All the professors are relaxed, friendly, and care deeply about us and the topics they teach. And all of the students are passionate, friendly, and love the major they're in. Combined it creates an amazing learning environment and a lot of friendships.

**Why I became an Ambassador:** I love my major and how unique and necessary it is in the tech world, and I wanted to help be a voice to advocate for it.

**What I want to do after I graduate:** Work full time as a Front-End developer in a place I've never been before.

**Fun fact about RIT and/or IGM:** A lot of professors, when there are no students to help during office hours, can be found playing video games with each other and other students.



**Name:** Herman McElveen

**Major and Year level:** 5th Year - Game Design & Development

**Hometown:** York, PA

**Minors:** Entrepreneurship & Creative Writing

**Co-ops:** 1- iD Tech (Lead Instructor, Villanova PA) 2- Liberty Mutual (Tech Start Intern, Portsmouth NH)

**RIT Involvement:** IGM Ambassador, MCAS Scholar, VP RIT Dodgeball Club, Junior Blacksmith

**Why I chose RIT and IGM:** When I was in High School I applied to the top six of the top ten Game Design schools in the country. RIT happened to be second at the time and I'm glad I was accepted here!

**Favorite thing about RIT and IGM:** There are so many things to do on campus and in this major. There are also so many creative individuals that every day is fun and special.

**Why I became an Ambassador:** I wanted to give something back to the school and the program that gave me a chance to achieve my dreams.

**What I want to do after I graduate:** Right now I'll be going to work at Liberty Mutual. After that, I hope to open up my own studio!

**Fun fact about RIT and/or IGM:** We hide Beyblades in a back closet for secret 1v1 duels with professors over grades....enter at your own risk.



**Name:** Lea Melendez

**Major/Year Level:** Game Design and Development, 4th year

**Minor:** Japanese

**Co-op:** iD Tech New Paltz, NY Summer Instructor

**RIT Involvement:** IGM Ambassador, Lab Tutor, Nippon Culture Society

**Why I chose RIT/IGM:** RIT seemed like the perfect place to explore my interests because it has an amazing atmosphere that helps students excel.

**Favorite thing:** Talking to new people in the Golisano labs!

**Why I became an ambassador:** I love my college and wanted to find a way to give back. Being an ambassador helped me meet new people, do great things for IGM students, and generally have fun.

**What I want to do:** Live in Japan and make some cool looking games.



**Name:** Anthony Pichardo

**Major and Year level:** Game Design and Development / 5th Year

**Hometown:** Nashville, Tennessee

**Minor(s):** Creative Writing

**Co-ops:** Leesburg, VA | XR Developer

**RIT involvement:** President of RIT FGC, an RA, and a sponsored fighting game player.

**Why I chose RIT and IGM:** RIT is such a career oriented school, and IGM gave the opportunities to pursue a career of interest while also allowing flexibility in what I wanted to specialize in my field and for my career.

**Favorite thing about RIT and IGM:** I love that RIT has such a quirky community. There really is something out there for everyone no matter where your interests lie. In IGM, everyone is so passionate about what they're doing and there's a lot of excitement when it comes to the work that we're doing.

**Why I became an Ambassador:** I love a lot of the work that I've done and am doing. Not to mention that I believe that IGM is one of the best colleges to be in at RIT! I wanted to share my experiences and help my peers and prospective students regarding all sorts of activities not only in IGM, but beyond.

**What I want to do after I graduate:** Personally, I want to go into the medical field as a software developer. My last co-op was in that space and I really enjoyed that my work will have a big impact on several people.



**Name:** Trenton Plager

**Major and Year level:** Game Design and Development 4th Year

**Hometown:** Table Rock, NE

**Minor(s):** Modern Language - German, Entrepreneurship

**Co-ops:** Atlanta, GA Research Intern

**RIT involvement:** RIT Pep Band, Crashtest

**Why I chose RIT and IGM:** I chose RIT because of its reputation as one of the best game design schools in the country, something I knew I wanted to do because of how it intersects with technology and creativity.

**Favorite thing about RIT and IGM:** The professors are amazing, super knowledgeable and always willing to help.

**Why I became an Ambassador:** I became an ambassador so that I could tell other people how great the Game Design program is here at RIT and to help more people get into the industry that might not have otherwise.

**What I want to do after I graduate:** After I graduate, I hope to either work as a game programmer in a studio or as a developer for a software firm. I also hope to someday open my own studio.



**Name:** Dane Sherman

**Major and Year level:** 3rd Year Game Design & Development / Psychology

**Hometown:** Doha, Qatar

**Co-ops:** Discovery Machine Inc. as a Software Engineering Intern

**RIT involvement:** President of RIT Game Dev Club, ROC Game Dev, Momentum

**Why I chose RIT and IGM:** The opportunities to get involved with professor's projects or Work with Magic Spell Studios.

**Favorite thing about RIT and IGM:** Many Game Jams and Hackathons hosted by both faculty and students every semester.

**Why I became an Ambassador:** To help get other students involved with the great resources that RIT provides.

**What I want to do after I graduate:** Work on Educational Games and Media.

**Fun fact about RIT and/or IGM:** There's a group of professional, hobbyist, and student game developers known as ROC Game Dev that meets in MAGIC every month to share what we're working on and hang out.



**Name:** Nuha Syed

**Major and Year level:** Second Year GDD

**Hometown:** Teaneck, NJ

**Minor(s):** Japanese

**RIT involvement:** I'm a member of Anime Club, RIT Game Developers Club (RGDC), and the Muslim Student Association (MSA)

**Why I chose RIT and IGM:** RIT is rated as one of the best schools for Game Design and Development(GDD). At RIT I am able to take both programming and art classes as part of my degree. After visiting the campus, I enjoyed the proximity of the campus to the city, but it also was also secluded enough to feel safe and comfortable.

**Favorite thing about RIT and IGM:** I really enjoy talking to professors in IGM about homework, side projects, games, and life in general. They encourage your creativity and are extremely helpful with whatever you're aspiring to create. I've had some amazing conversations and interactions with students that could only have happened because of the events held at RIT.

**Why I became an Ambassador:** I felt that RIT is on the right path with being more diverse and inclusive. I wanted to be a representation of this movement.

**What I want to do after I graduate:** I am interested in the positions of Level Designer and Technical Artist.



**Name:** Bryce Tynes

**Major and Year level:** Game Design and Development, 4th year

**Hometown:** Lafayette, LA

**Minor(s):** Japanese

**Co-ops:** iD Tech Camp, Instructor and MAGIC Spell Studios, Magic Maker

**RIT involvement:** Kali Club, Smash Club, Honors, Humans vs. Zombies

**Why I chose RIT and IGM:** I chose to come to RIT specifically for IGM. This program had the freedom and resources to allow me to explore a variety of topics in the game development field, and provided the solid basis for game development through code that I was looking for.

**Favorite thing about RIT and IGM:** The main IGM lab! It's a space we use for both work and socializing, which creates a very vibrant and lively atmosphere.

**Why I became an Ambassador:** I became an ambassador to support prospective students that are interested in the program as well as my peers already in IGM.

**What I want to do after I graduate:** I'd like to find a job as an assistant producer!

**Fun fact about RIT and/or IGM:** The rows of bricks laid out between the SAU and the gymnasium are organized in the Fibonacci sequence!



**Name:** Jamal Woods

**Major and Year level:** Game Design and Development, 3rd Year

**Hometown:** Mount Vernon, NY

**Minor(s) (optional):** Computer Science

**RIT involvement:** RIT's Urban Dance Team, Game Development Club

**Why I chose RIT and IGM:** Upon first setting foot on campus I knew that it was the school I wanted to go to. Socially, the large number of clubs and on-campus activities gives students freedom in choosing how they want to be part of the overall RIT community. Academically, its's focus on Game Design and Development seemed greater than other schools and the Co-op program provides opportunities to prepare me for my future career.

**Favorite thing about RIT and IGM:** Being involved in a community of people who encourage each other to pursue our interests

**Why I became an Ambassador:** To help build connections with students in IGM, new and old.

**What I want to do after I graduate:** Work for a tech company or game studio