



Name: Alexa Amoriello

Major and Year level: GDD, 4th 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: Alex Di Filippo

Major and Year Level: 4th Year GDD Student

Hometown: Hawthorne, NJ

Co-ops: iDTech and "Changeling" (RIT)

RIT Involvement: I am a member of RIT players and the IGM ambassadors!

Why I chose RIT and IGM: I chose RIT for its game design program specifically. It can be so difficult to find this area of study at other schools, and RIT had one that was well-reviewed and well-put-together!

Favorite thing about RIT & IGM: I love the community that is here so much. This place is so accepting and understanding of everyone's flaws and quirks. I admire how everyone is immediately welcomed into the RIT family.

Why I became an Ambassador: I became an ambassador simply to give back. After all the benefits that the department has given me over the years, I wanted to give them some of my time to show my gratitude for these great three years.

What I want to do after I graduate: After I graduate, I hope to become a full-fledged sound designer for games. I'd like to compose original soundtracks and make sure everyone who plays a game is immersed within it completely. I believe sound goes a long way in that regard, and I'd love to create art that intrigues people!

Fun Fact about RIT and/or IGM: We have free tutoring in the form of SI leaders! We are one of few colleges in the country that use the Supplemental Instruction program (invented by UMKC).



Name: Kayleigh East

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

Hometown: Rome, NY

Co-ops: Ubisoft

RIT involvement: Game Dev Club President

Why I chose RIT and IGM: I chose RIT/IGM for Magic Spell Studios, which is a great place to collaborate and make games!

Favorite thing about RIT and IGM: The community! I find the students here uplifting and motivational.

Why I became an Ambassador: To be a voice for my peers and to plan fun events.

What I want to do after I graduate: Game design! In either a general, combat, or level designer role!

Fun fact about RIT and/or IGM: Every semester RIT Game Dev Club hosts a game jam, you should join!



Name: Brandon L. Hawke

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

Hometown: Guilford, CT

Co-ops: Software Development Intern @ RIT

RIT involvement: Cosplay Troupe President, Ambassador, Salsarita's student worker

Why I chose RIT and IGM: I was told that it was the best choice for anyone wanting to go into the game industry.

Favorite thing about RIT and IGM: I have access to as much information as I need, whenever I want.

Why I became an Ambassador: I want to give both incoming and current students the same treatment that I was given my freshman year. I want people to know that they can come to me for help, even if I don't know the exact answer, I'll still direct them to where they can get their answer.

What I want to do after I graduate: Hopefully work at a game company, no matter how big or small, indie or AAA.

Fun fact about RIT and/or IGM: The professors are possibly the best resources to utilize (from fun stories to industry questions and tips and tricks).



Name: Kyle James

Major & Year Level: Game Design & Development, 3rd Year

Hometown: Newmarket, NH

Co-ops: Software Engineering Intern @ KCF Technologies

RIT Involvement: IGM Ambassador, Expressive Communication Center Consultant, Intramural Official

Why I Chose RIT & IGM: I chose RIT because of the elite co-op program. I selected IGM because I liked the ability to explore different areas of the game development world; other colleges didn't provide that opportunity.

Why I Became an Ambassador: I became an ambassador because my experience with an ambassador as a prospective student helped me make my decision that I wanted to attend RIT. I wanted the opportunity to provide the same experience for someone else.

What I Want to Do After I Graduate: I want to work for a game studio, obviously, hopefully for a larger studio that works on large immersive experiences.

Fun Fact about RIT/IGM: The quarter-mile is only a third of a mile long.



Name: Dennis A. Olmedo Serrano

Major and Year level: 3rd year New Media Interactive Development

Hometown: Bayamón, Puerto Rico

Co-ops: Graphic Design at POWER Chanves Lives

RIT involvement: Comp Ex Ambassador, LEAP Mentor, HEOP

Why I chose RIT and IGM: I had come to Rochester my junior year of high school (2017 was hurricane Maria) and of course because I'm not from around I didn't know much but my grandma has lived here for a long time and suggested I go to RIT and now here I am. IGM well is just such a cool school and I love videogames!

Favorite thing about RIT and IGM: I love the amount of support you receive from the professors at IGM and the students.

Why I became an Ambassador: To make more friends inside of the IGM program, help others and be part of the community.

What I want to do after I graduate: Not sure yet, for now I'm learning Japanese so that I can go travel to Japan.

Fun fact about RIT and/or IGM: You can get free stickers from the IGM office sometimes!



Name: Kalen Oyphanith

Major and Year level: New Media Interactive Development, 4th year (senior)

Hometown: Greece, Rochester NY

Co-ops: None yet

RIT involvement: I have attended Philosophy and Jam club for my friends since some of them are eboard members. These are very welcoming groups!

Why I chose RIT and IGM: I've lived in Rochester my whole life and visited RIT in middle school many times. My aunt is also an alumnus and told me how great this school was. She told me about the NMID program and thought I would love it, and I sure do.

Favorite thing about RIT and IGM: The community is great and you meet a lot of people with the same interests as you!

Why I became an Ambassador: I wanted to meet more within our college and to become more involved in IGM before I graduated.

What I want to do after I graduate: I want to be a local Front-End Developer or a UX designer.

Fun fact about RIT and/or IGM: The professors in IGM love talking to their students outside of class about almost anything. They are also greatly experienced in the industries we want to work in and will give real helpful advice.



Name: Matt Palermo

Major and Year level: Game Design & Development BS/MS (with a Psychology minor), 4th-year

Hometown: Port Washington, New York

Co-ops: RIT Entrepreneurial Web Developer (Summer 2020), Solutions Quality Intern at HP. Inc (Summer 2021)

RIT involvement: Secretary of Electronic Gaming Society since Fall 2019, IGM Ambassador since Fall 2020. I also attend Pokémon club and Dodgeball club.

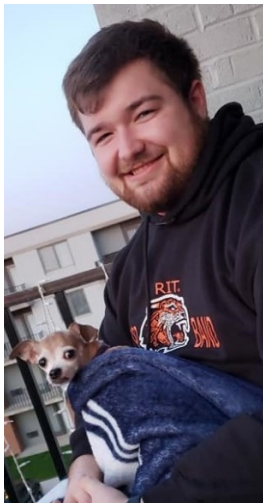
Why I chose RIT and IGM: I chose RIT and IGM because of their reputation with post-college employment as well as the high number of resources they offer for student support. This made me feel comfortable about my presence on campus as I could ask for assistance pretty much anytime I needed to.

Favorite thing about RIT and IGM: The student culture! As an introvert who is definitely a bit of a nerd, I fit in easily. The culture is extremely diverse and it is very easy to start conversations with people. Everyone is passionate about what they study, and it clearly fosters a strong learning environment.

Why I became an Ambassador: I wanted to give back to the community that welcomed me with open arms, as well as expand on my leadership skills through interacting with prospective students and faculty.

What I want to do after I graduate: Be a gameplay/level designer at a game company, preferably Nintendo, but any will do.

Fun fact about RIT and/or IGM: There are over 300 clubs on campus!



Name: Trenton Plager

Major and Year level: Game Design and Development 5th year BS/MS

Hometown: Table Rock, NE

Minor(s): Modern Language - German, Entrepreneurship

Co-ops: Research Experience of Undergraduates in Immersive Computing - Georgia State University & Software Engineer Intern - Charles River Analytics

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: Mililani Rosare

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

Hometown: Campbell, CA

Co-ops: UX Research & Design (IGM Entrepreneurship)

RIT Involvement: WiC PR Committee Head, Women's Swimming and Diving, Asian Culture Society

Why I chose RIT and IGM: I originally came for the Game Design and Development program, since it was an interesting program to be a part of. However, I realized that New Media Interactive Development was the perfect fit for me, since it had a variety of classes I was interested in. During my switch in majors, I was supported by everyone around me.

Favorite Thing about RIT and IGM: RIT has many ongoing campus activities, whether it is sports, clubs, or school events. There is always something to do. The IGM community has always created fun and engaging experiences.

Why I became an Ambassador: I wanted to contribute and share my experiences with others, since I wanted to help as many individuals as I could.

What I want to do after I graduate: I want to travel and write blogs about my visits. Also, to work as a UX Researcher.

Fun fact about RIT and/or IGM: RIT has a nap map, where you can find the best places to take naps on campus.



Name: Ben Schlegel

Major and Year: First Year Game Design and Development MS

Hometown: Wheaton, IL

Co-ops: My first co-op was in Huntsville, AL with CFD Research Corporation. My second co-op was with Magic Spell Studios here in Rochester!

RIT involvement: I have TA'd for 2 years, and have been the treasurer of the Rock-Climbing Club for a year and a half now.

Why I chose RIT: I chose RIT for its game development program, as well as its strong technical culture

Favorite thing about RIT and IGM: The maker culture here is great, and the professors are very friendly and knowledgeable

Why I became an Ambassador: I became an Ambassador to get people into and excited about a program that I love!

What I want to do after I graduate: I would like to be a Game AI Programmer

Fun Fact about RIT: You travel basically anywhere on academic side without going outside into the harsh weather



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.