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| **Joseph Jentilucci**    **636-448-7222**  **GAME DESIGNER HTTPS://BINARYJOEJENT.NET**  **GAME PROGRAMMER JOSEPHAJENTILUCCI@OUTLOOK.COM**  **LINKEDIN.COM/IN/JOSEPH-JENTILUCCI/** |

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| **SUMMARY**  A dedicated passionate and detail oriented Game Designer/Programmer who pinpoints what makes a game great. Always endeavors to advocate for the player and deliver the best possible experience.  **EDUCATION**  **Lindenwood University**  **St. Charles, MO, May 2020**  Bachelor of Arts Degree in Game Design with Minor in  Creative Writing  Courses: Game Development I and II, Game Design I and II, Programming Logic, 3D Graphics, 3D Animation, Level Design, Concept Design, Project and Portfolio I and II, Capstone. Dean’s List 4.0  **Certifications**  **Python Certified Associate Programmer (PCAP)**  **SKILLS & TECHNOLOGY**  **Languages:** C/C++, Java, Unrealscript, Lua, Python.  **Engines:** Unreal 3.0 & 4.0 2D/3D.  **Tools:** 3DS Max, GameMaker Studio, Sculptris,  Mudbox, Photo Shop, Illustrator, Unreal UDK,  Visual Studio.  **Soft Skills:** Oral & Written Communications,  Team Oriented, Flexible Nature,  QA Experience, Documentation,  Debugging. | **PROJECTS & EXPERIENCE**  **Sails That Are Sandy --- Programmer, Level Designer.**  Unreal 3.0 mod team project, Jul. 2019 – Sept 2020.  A mod project created for the indie game “A Hat in Time”. Handled almost all custom programming, level design, and some audio and art assets.  -Submitted onto the Steam Workshop page, and has been downloaded over 1600 times with a 5 out of 5 star rating.  **Cube Mazer --- Creator.**  GameMaker solo project, Jan. 2020 – May 2020.  Completed a top-down 2D maze game called Cube Mazer. The game had 10 levels with tricky obstacles to avoid.  **Starcross --- Designer, Programmer.**  Unreal 4.0, team of 3, Aug. 2019 – Dec. 2019.  This project was a first-person survival horror game in which the player must navigate a map and collect items while avoiding the one-hit kill ghost monster.  -Provided the layout of the map, as well as programming the monster’s AI and a few other gameplay mechanics.  **Spaceboy Endurance --- Creator.**  GameMaker solo capstone project, Aug. 2019 – Dec. 2019.  A top-down 2D space shooter game. The player can grab powerups to help combat endless waves of enemies. The enemies get tougher as the game continues.  **ACHIEVEMENTS**  **SHC 2018 Gaming Community Entry (35+ entries total)**  1st Place – 3D 128 bit level design  1st Place – 3D 128 bit level art  1st Place – 3D 128 bit submissions  2nd Place – Overall in contest  **Editor, LU ArrowRock Journal – Spring 2019.**  Rank of Excellence in 2019 REALM National Competition |