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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 WritingCourses: 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 design1st Place – 3D 128 bit level art1st Place – 3D 128 bit submissions2nd Place – Overall in contest**Editor, LU ArrowRock Journal – Spring 2019.**Rank of Excellence in 2019 REALM National Competition |