**Anthony Barranco**

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**EDUCATION**

**Marist** **College**, Poughkeepsie, NY

GPA: 3.68 (Dean’s List: Fall 2011, 2012)

Bachelor of Computer Science with concentration in Game Design

Expected Graduation May 2015

CompTIA A+ Information Technology Certification (2012-2014)

Lenovo Technician Certified (2012-2014)

**SKILLS**

**Proficient:** C++, C#, Unity3D, IT Software & Hardware Support, Windows XP/Vista/7/8, Creative Writing

**Exposed:** HTML, CSS, Java, JavaScript, Assembly, XNA Game Studio

**EMPLOYMENT**

**Desktop Support Technician**

*Marist College – Desktop Client Services,* Poughkeepsie, NY (August 2011 – 2013)

* Resolved and have assisted in over 250 support calls.
* Interface with faculty and staff regarding new hardware deployment and the backup/transferring of their personal data and programs.
* Provide technical support in person and over the phone for faculty and computer labs on campus regarding spyware infections, blue screens, maintaining proper user privileges, as well as hardware issues.

**PROJECTS/ACTIVITIES**

* Game development samples available at http://anthonybarranco.com
* Castle Fox Lead Game Designer – casual game design student group (2011-2013)
  + Crafted multiple story, gameplay mechanic, level design elements : work in progress
* Vice President of Marist Game Society (2012-2013)
  + Assisted in increasing the club’s attendance by 80%
  + Run GameJam events to design games within 24 hours with 20+ members
  + Run instructional workshops for game design and programming with Unity & XNA
* Public Relations for Marist Computer Society (2012-2013)
  + Assisted in increasing the club’s attendance by 400%
  + Run Hackathon events to program in a contest within 48 hours with 30+ members
  + Maintain contact and relations with companies such as Morgan Stanley for sponsorship
* Webmaster for Marist Fox Photography (2013)
  + Assisted in the creation of the club
* Student Council Representative of the School of Computer Science and Math (2012-2013)
* Staten Island Rotary Club Service (2010-2012)

**INTERESTS**

* C# & XNA – Actively pursuing XNA framework development in C#.
* Unix – Learning more Unix platform skills in spare time.
* Creative design, writing, and presentation
* Custom computer builds, watercooling, overclocking, and modding
* Consumer electronics – video game hardware and software, laptops, smartphones, and various gadgets
* Web design – reverse engineering websites and HTML5, casual hobby
* https://github.com/AnthonyB28/