

Christopher D. Angelico

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QUALIFICATIONS

- Design and programming experience in the computer video game and simulation industries
- Working knowledge of programming languages: C/C++, Java, Python
- Familiarity with industry standard programs: Adobe Suite, Autodesk Maya, Visual Studios
- Excellent problem solver with over 6 years' experience in customer relations

EDUCATION

Moravian College, Bethlehem, PA
Bachelors of Science, Computer Science Spring 2016
Dean's List 2015 GPA: 3.31

Lehigh Carbon Community College, Schnecksville, PA
Associate of Applied Science, Computer Game & Simulation Development Spring 2013
Programming Track
Dean's List 2011, 2012, 2013 GPA: 3.26

Associate of Arts, Computer Generated 3D Design and Animation Spring 2010

RELEVANT EXPERIENCE

Nowhere (PC) 2013

- Managed tasks for a group of six people comprised of both artists and programmers.
- Wrote and implemented a dynamic charging flashlight and stamina system.
- Designed the AI for enemy NPC using a state pattern.

Treasure Hunter (PC) 2015

- Designed and implemented a component and entity system.
- Wrote a pathfinding system using an A* algorithm.

INTERNSHIPS

Course Games, Goleta, CA January 2014 – May 2014

- Modelled detailed 3D replicas of devices used in the metal manufacturing industry
- Created detailed textures for each model

Eweclid Inc., Los Gatos, CA May 2013 – July 2013

- Created original animations tailored to the characters appearances
- Located and matched sounds for each animation

WORK HISTORY

Customer Service Representative August 2007 - January 2014
Blockbuster LLC, Trexlertown, PA

- Operated register and promoted titles and services
- Trained new employees according to organizations operating procedures

Computer and Gaming Specialist May 2010 - August 2011
Best Buy, Whitehall, PA

- Helped customer find the proper computer solutions to meet their requests
- Recommend game titles and services based on customer needs