

# Christopher D. Angelico

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**Programmer, designer, and developer of interactive experiences**

## QUALIFICATIONS

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- Design and programming experience in the computer video game and simulation industries
- Working knowledge of programming languages: C/C++, C#, Java, Python
- Familiarity with industry standard programs: Adobe Suite, Autodesk Maya, Visual Studios, Git

## EDUCATION

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Moravian College, Bethlehem, PA

**Bachelors of Science, Computer Science**

Dean's List 2015

GPA: 3.31

Spring 2016

Lehigh Carbon Community College, Schnecksville, PA

**Associate of Applied Science, Computer Game & Simulation Development**

Spring 2013

**Associate of Arts, Computer Generated 3D Design & Animation**

Spring 2010

## Relevant Projects

**Nowhere (PC) 2013**

*A survival horror game designed by myself and five others using the Unity3D engine.*

- Managed tasks using Microsoft Project for a group of five people comprised of both artists and programmers.
- Setup version control for project and educated team members on how to use it.
- Wrote and implemented a dynamic charging flashlight and stamina system.
- Designed the AI for enemy NPC using a state pattern.

**Treasure Hunter (PC) 2015**

*A 2D isometric game created using Java and LibGDX. Players must collect three chests while avoiding the NPC.*

- Designed and implemented a component and entity system.
- Wrote a pathfinding system using an A\* algorithm.
- Implemented an AI that transitions between eating, sleeping, wandering, and chasing using state design pattern.

## INTERNSHIPS

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**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 using Adobe Photoshop
- Submitted weekly picture progress reports to management

**Eweclid Inc., Los Gatos, CA**

**May 2013 – July 2013**

- Created original animations tailored to the characters appearances
- Located and matched sounds for each animation
- Reported weekly to management on progression of project.
- Kept time records of hours worked using Microsoft Excel to send into management

## WORK HISTORY

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**Freelance Programmer**

**August 2016 - Present**

- Designed and implemented a character customizer for a 2D isometric Unity game.
- Programmed and designed gameplay mechanics and AI for a horror themed 2D side scrolling beat'em Unity game for mobile platforms.

**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