

# Christopher Monteleone

christophergmonteleone@gmail.com | 702-358-6511 | christophermonteleone.github.io  
linkedin.com/in/christopher-monteleone | github.com/ChristopherMonteleone

## Education

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<b>Las Vegas, Nevada</b>	<b>University of Nevada, Las Vegas</b>	<b>Aug 2019 - Dec 2023</b>
<ul style="list-style-type: none"><li>Bachelor of Arts in Computer Science</li></ul>		

## Employment

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<b>Quality Assurance Tester</b>	<b>2K Games</b>	<b>Jun 2020 - Sep 2020</b>
<ul style="list-style-type: none"><li>Familiarity with databases and bug tracking tools including <b>Jira</b></li><li>Found defects in the software using established methods and entered detailed, but concise, bugs into the database</li><li>Tested across many types of games, listening and looking for bugs, on various gaming platforms and devices</li></ul>		
<b>Barista</b>	<b>Dutch Bros</b>	<b>Sep 2020 - Current</b>
<ul style="list-style-type: none"><li>Provided exceptional customer service, supported team coordination during peak periods, handled customer inquiries professionally, and maintained a clean workspace</li></ul>		

## Projects

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### Unreal Engine Project - "Cannon Clash" Top Down Shooter Video Game

<https://github.com/ChristopherMonteleone/CannonClash>

- Created a modern **3D** top down shooter experience using **Unreal Engine**
- Utilized **Visual Scripting** and **C++** within **Visual Studio Code** to implement game mechanics and functionalities
- Integrated and optimized game assets while ensuring compatibility across multiple platforms
- Created a complete game loop with continuous difficulty scaling
- Conducted performance profiling and debugging to enhance game stability and responsiveness

### Senior Project - "Astroponics" 2D Farming Themed Video Game

<https://github.com/ChristopherMonteleone/AstroPonics>

- Worked within a team of seven to create a **2D** educational game focused on hydroponic farming using the **Godot** game engine
- Spearheaded the design and implementation of engaging farming-themed minigames, diversifying gameplay
- Utilized **Github** / **Git** for version control
- Created extensive unit tests using **Godot Unit Test** (GUT) framework

### Personal and Student Non Game Development Projects

Can be found by going to the "Projects -> Other" section of my website, [christophermonteleone.github.io](http://christophermonteleone.github.io)

- Data Science** Projects: Analyzed the Airbnb market in Clark County, Nevada, providing valuable insights into pricing strategies, location impact, and market trends for real-world applications
- Algorithms** Projects: Developed an efficient "Sudoku Solver" leveraging backtracking **algorithms**, showcasing problem-solving skills and an understanding of advanced algorithm implementation
- Artificial Intelligence** Projects: Solved the game Snake with **Q-Learning**, generated new Pokemon images with a **Generative Adversarial Network**, and solved dynamic obstacle courses using **reinforcement learning**

## Technical Skills

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- Languages: C++, C#, Python, Java, JavaScript, HTML, CSS
  - Game Engines: Unreal Engine, Unity, Godot
  - Tools: Git, Visual Studio, Jira