Christopher Monteleone

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Education

Las Vegas, Nevada	University of Nevada, Las Vegas	Aug 2019 - Dec 2023

- Bachelor of Arts in Computer Science

Employment

Quality Assurance Tester	2K Games	Jun 2020 - Sep 2020

- Familiarity with databases and bug tracking tools including **Jira**
- Found defects in the software using established methods
- Entered detailed, but concise, bugs into the bug database
- Tested across many types of games, listening and looking for bugs, on various gaming platforms and devices

Barista	Dutch Bros	Sep 2020 - Dec 2023

- Provided exceptional customer service, supported team coordination during peak periods, handled customer inquiries professionally, and maintained a clean workspace

Projects

Unreal Engine Project - Revamped "Age of War" Flash Game

https://github.com/...

- Revamped the classic "Age of War" flash game into a modern **3D** 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
- Implemented AI behaviors and player interactions closely resembling the original game's dynamics
- Conducted performance profiling and debugging to enhance game stability and responsiveness

Unity Project (?)

https://github.com/...

- … (**C#** uses **Object Oriented** design right? put something about that here.)
- …
- …

Senior Project - Farming Video Game

https://github.com/...

- Worked within a team to develop a **2D** farming themed video game using the **Godot** game engine
- Spearheaded the design and implementation of engaging farming-themed minigames, fostering player interaction and diversifying gameplay mechanics within the overarching farming simulation
- Utilized **Github** / **Git** for version control
- Created extensive unit tests using **Godot Unit Test** (GUT) framework

Technical Skills

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

Resume Notes:
- Fix Github to include
- Need people to see that I'm ready to work on **day 1, show more than a resume, a link to PLAYABLE DEMOS, WEBSITE, GITHUB, etc. Be able to explain how you created the game step by step, because the first thing they're gonna ask is "how" and "why" did you create x and y.**

TO ADD: How "unit testing" was done in each project