

Dominic Barbuto

Entry-Level Game Developer

518-415-8774

dominicabarbuto@gmail.com

www.dominicbarbuto.com

OBJECTIVE

As a versatile game developer and software engineer, I'm driven to blend my programming expertise and artistic knowledge to craft immersive worlds and deliver memorable gaming experiences that resonate with players. I am a soon-to-be graduate who is enthusiastic about finally entering the game industry.

SKILLS

Game Design and Development

- Robust custom game engine systems
- Unreal Engine – C++ and Blueprint
- Unity

API's

- DirectX 11/12, OpenGL
- FLECS (Fast-Lightweight Entity Component System)
- Dear ImGui
- wxWidgets

Areas of Expertise

- Graphics and rendering
- 3D mathematics
- Gameplay systems – design and implementation
- Asset pipeline - 3D modeling, texturing, rigging/animation
- User interface frontend and backend

Programming

- C/C++, C#, Java
- HLSL, GLSL
- Python
- SQL
- HTML, CSS, XML

Software

- Visual Studio, RenderDoc
- Git, Perforce
- JIRA, Confluence, Trello
- Microsoft Office & Google Docs
- MARS MIPS Assembler
- MATLAB, Jupyter Notebook
- MySQL Workbench
- Adobe Photoshop, 3D Substance Painter
- Blender, Maya
- Audacity

PROJECTS & EXPERIENCE

Drenched in Midnight, 1-Bit Game Jam (Team Size of Two)

- Gameplay and UI programmer. Custom shader work for old-school visuals. Unique theme and fun game loop, heavily inspired by Death Stranding. Made with Unity and released on itch.io

Guardian of Root, Annual Global Game Jam (Team Size of Two)

- Gameplay, UI, and Audio programmer. 2.5D platformer. Made with Unity.

Infinity Field, Full Sail Mid-Term Project (Team Size of Six)

- Primary Gameplay and UI Programmer, Texturer, Animator, Audio Engineer. Heavy emphasis on custom assets and animations with several fully rigged characters and weapons.
- First-Person Sci-fi action shooter, developed over the course of two months. Made with Unity and released on itch.io

CERTIFICATIONS & AWARDS, Credentials Found on LinkedIn

Course Director Award: Programming II, Full Sail University

Issued 05/2023

Unity Certified Associate: Programmer, Unity Technologies

Issued 10/2022

Unity Certified Associate: Game Developer, Unity Technologies

Issued 09/2022

NSCS Member, The National Society of Collegiate Scholars

Issued 08/2022

Unity Certified User: Programmer, Unity Technologies

Issued 08/2022

Dean's List, Hudson Valley Community College

Issued 12/2021

President's List, Hudson Valley Community College

Issued 12/2019

EDUCATION

Full Sail University

- Bachelor of Science in Game Development

Graduate 11/2023

Hudson Valley Community College

- Associate of Science in Computer Information Systems

Graduated 12/2021