

Dante Lenarduzzi

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Education

Advanced Diploma in Mobile Applications Development

GPA: 3.21 (Total)

Windsor, Ontario

St Clair College

September 2018 – August 2022

Skills & Abilities

- **Software Development Methodologies:** Knowledgeable in Agile and Scrum methodologies.
- **Web Development Frameworks:** Experience with React, Angular, and Vue.js.
- **Database Management Systems:** Familiarity with MySQL and Oracle.
- **Game Development Tools:** Experience with Unity and Unreal Engine.
- **Version Control Systems:** Familiarity with Git and SVN.
- **IT Infrastructure Management:** Experience in network administration and server configuration.
- **Cybersecurity:** Knowledge of principles and best practices.
- **Communication:** Excellent collaboration and communication skills.

Programming

- C#
- C++
- Swift
- JavaScript
- PHP
- SQL

Markup

L^AT_EX, HTML, CSS

Projects

- Developed a 2D game using Unity, implementing advanced AI behaviors and procedural generation techniques.

Experience

Mobile Applications Developer — College Projects — September 2019 - April 2022

- Developed mobile applications for iOS and Android platforms as part of coursework projects, showcasing proficiency in mobile app development using industry-standard frameworks and languages.
- Collaborated with fellow students in a team-based environment, following agile development methodologies to deliver high-quality mobile applications on schedule.
- Demonstrated problem-solving and debugging skills to resolve technical issues and ensure smooth functionality of mobile applications.

Web Developer — Freelance Projects — January 2020 - Present

- Created responsive and visually appealing websites for clients, utilizing web development frameworks such as React, Angular, and Vue.js.
- Collaborated closely with clients to understand their requirements and deliver customized web solutions that met their specific needs.
- Implemented modern design principles and optimized websites for performance and search engine optimization (SEO).

Game Developer — Personal Projects — September 2018 - Present

- Independently developed 2D games using Unity and Unreal Engine, demonstrating creativity and a strong understanding of game design principles.
- Designed and programmed game mechanics, user interfaces, and interactive features to create engaging gameplay experiences.
- Tested and iterated on game prototypes to refine gameplay, graphics, and overall user experience.

Additional Work Experience

More information upon request.