

# Dante Lenarduzzi

dantelenarduzzi@gmail.com

Website: <https://duzzigit.github.io/portfolio-website/>

**GitHub:** DuzziGit

**LinkedIn:** Dante Lenarduzzi

## Technical Skills

**Languages:** C#, JavaScript, C++, Swift, PHP, SQL, Java, Python

**Framework:** Unity, React, Angular, Unreal Engine

**Tools:** Git, VS Code, MySQL, Linux, Android Studio, XCode

## Projects

### DuskRealm

GitHub Repository — Demo/Preview

- Designed and Developed a 2D action RPG adventure game using **Unity** and **C#** from scratch.
- Developed the game using **Unity/C#**, handling all aspects of coding, from game logic to UI/UX design.
- Engineered a procedural level generation system.

### Nebulite

GitHub Repository — Demo/Preview

- Efficiently designed and developed a game in **Unity** within a 72-hour game jam period.
- Utilized **Unity's Universal Render Pipeline** to design and implement a custom lighting model.
- Developed complex systems in **C#** including advanced resource generation and enemy AI pathing.

## Employment

### Code Ninjas

December 2021 – Present

#### Coding Instructor (Code Sensei)

- Excelled in swiftly identifying and resolving bugs, boosting code quality and enhancing student learning.
- Key contributor to improved classroom dynamics.
- Significantly increased student engagement and satisfaction.

### Stellantis

February 2017 – June 2023

#### Production Line Worker (TPT)

- Mastered over 60 diverse roles, demonstrating adaptability in a dynamic production environment.
- Quickly learned and excelled in new roles, achieving proficiency in half the usual time.
- Maintained high-quality performance across varied tasks and conditions.

## Education

### Advanced Diploma in Mobile Applications Development

*St Clair College*, Windsor, Ontario

September 2018 – August 2022

## E-Sports

### Collegiate Esports Competitor

*St Clair College*, Windsor, Ontario    Scholarship Recipient, Winter 2017 (CSGO), Fall 2018 (Fortnite), Fall 2019 (Rainbow Six Siege)