

Dante Lenarduzzi

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WORK EXPERIENCE

AfroDuck Studios LLC

Dec. 2023 – Present

Assistant Programmer | Unity | Narrative driven Isometric RPG

Remote

- ◆ Collaborated with designers and artists to implement game user interfaces and menus.
- ◆ Troubleshoot and optimized code for an improved gameplay experience.
- ◆ Researched and implemented new technologies and techniques.

Code Ninjas

December 2021 – Present

Code Instructor

Windsor, ON

- ◆ Educated students on game development & design practices and principles.
- ◆ Tested, debugged and provided criticism and feedback to ensure quality and performance.

Chrysler FCA

February 2017 – June 2023

Assembly Line Worker - TPT

Windsor, ON

- ◆ Streamlined processes and workflows to enhance overall production efficiency and reduce lead times.

PROJECTS

Sunnyvale

Game Designer | Unity 3D | Platformer

- ◆ Collaborated with a team of 11 members, contributing to Gameplay, Level and SFX Design.
- ◆ Honed skills in Git, team management and project coordination.
- ◆ Implemented impactful design decisions that enhanced the gameplay experience.

DuskRealm

2D Action RPG | Unity

- ◆ Handled all aspects of design & development of a 2D Action RPG using Unity from scratch.
- ◆ Engineered a procedural level generation system.

EDUCATION

St Clair College

June 2022

Advanced Diploma in Mobile Application Development

Windsor, ON

Extracurricular Achievements:

Varsity Esports Competitor (Multiple Scholarships)

- ◆ Awarded individual scholarships for excellence in Fortnite, CS:GO, and Rainbow 6 Siege.
- ◆ Represented St. Clair College in regional and national esports tournaments.

SKILLS

Skills: C#; JavaScript; C++; Swift; PHP; SQL; Java; Python; Unity; Unreal Engine; Git; MySQL; Linux; Android Studio; Xcode;