

Dante Lenarduzzi

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Duzzigit.github.io/portfolio

WORK EXPERIENCE

AfroDuck Studios

Remote

Contracted Developer | C# | Unity

December 2023 – Present

- ◆ Led a major overhaul of the combat system, introducing innovative mechanics which resulted in a 30% increase in user satisfaction (based on player feedback).
- ◆ Optimized the Automated Grass Rendering script to increase performance by 94%.
- ◆ Revamped the company's GitHub structure resulting in a 40% reduction in merge conflicts significantly boosting team productivity and efficiency.

Code Ninjas

Windsor, ON

Code Instructor | C# | Unity | JavaScript | Lua

December 2021 – Present

- ◆ Taught programming fundamentals and best practices.
- ◆ Tested, debugged and provided criticism and feedback to ensure quality and performance.
- ◆ Diagnosed and repaired Laptops & Peripherals.

Personal Tech Consultant

Windsor, ON

Computer Technician

- ◆ Taught programming fundamentals and best practices.
- ◆ Tested, debugged and provided criticism and feedback to ensure quality and performance.
- ◆ Diagnosed and repaired Laptops & Peripherals.

Chrysler FCA

Windsor, ON

Assembly Line Worker

February 2017 – June 2023

- ◆ Streamlined processes and workflows to enhance overall production efficiency by 18%.

PROJECTS

Sunny Vale

Game Designer & Programmer | C# | Unity

- ◆ Engineered an AI patrol Task Automation script.
- ◆ Collaborated with an 11-member team, employing Git for source control.
- ◆ Implemented vital changes in UX, SFX, and Systems Design.

SKILLS

Technical Skills: Proficient in disassembling, assembling, diagnosing, and repairing a variety of electronics.

Programming Languages: C#, JavaScript, PHP, SQL, Java.

Technologies: Unity, Git, Linux.

EDUCATION

St Clair College

Windsor, ON

Advanced Diploma in Mobile Application Development

June 2022