Dante Lenarduzzi

WORK EXPERIENCE

AfroDuck Studios LLC

December 2023 - Present

Contracted Developer | C# | Unity | Narrative Driven Isometric RPG

Remote

- Spearheaded a major redesign of the combat system, introducing innovative mechanics which resulted in a 30% increase in user satisfaction (based on player feedback).
- Optimized the Grass Rendering to increase performance by 94% Inside the Unity Editor.
- Revamped the company's GitHub structure resulting in a 40% reduction in merge conflicts and a 20% faster deployment cycle, significantly boosting team productivity and efficiency.

Code Ninjas

December 2021 - Present

Code Instructor | C# | Unity | JavaScript | Roblox Studio | Lua

Windsor, ON

- ♦ Achieved a perfect record in mentoring students to completing their capstones within the timeline defined in the initial project scope.
- Tested, debugged and provided criticism and feedback to ensure quality and performance.

Chrysler FCA

February 2017 – June 2023

Assembly Line Worker

Windsor, ON

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

PROJECTS

Sunny Vale

Game Designer & Programmer | Unity 3D | Platformer | Mobile

- ♦ Collaborated with an 11-member team, employing Git for source control and best practices in workflow management.
- ♦ Implemented vital changes in UX, SFX, and Systems Design.
- Enhanced enemy AI to enable patrol behaviors.
- Influenced overall game design to improve quality of life and intuitiveness.

EDUCATION

St Clair College

June 2022

Advanced Diploma in Mobile Application Development

Windsor, ON

Extracurricular Achievements:

Varsity E-Sports Competitor (Multiple Scholarships)

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

SKILLS

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