JOSHUA D'ADDIO

OBJECTIVE

To obtain a cooperative education position in the design, development, and testing of games and/or computing systems and software products. Available May-August 2022.

CONTACT

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LINKEDIN:
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EDUCATION

Rochester Institute of Technology
Game Design and Development Bachelor of Science Degree
Expected May 2024

- GPA: 3.71
- RIT Presidential Scholarship

ACHIEVEMENTS

- Dean's List
  Fall 2020/Spring 2021/Fall 2021
- National Honor Society
  2018-2020
- Superior Achievement and Excellence in Art
  2016
- Academic High Honor Roll
  2013–2020

SKILLS

Programming Languages: C#, HTML, CSS, JavaScript, C++

Software: Microsoft Visual Studio 2019, Microsoft Visual Studio Code, Autodesk Maya, Quixel Mixer, Quixel Bridge, Unreal Engine 4, Unity, Procreate

Technologies: GitHub, Trello

Personal: Problem Solving, 2D & 3D Art & Animation, Communication

PROJECTS

Time Rewind Puzzle Game (2020-2022)
Passion Project
- Collaborating with a team of three
- Designing sprites, adding mechanics in C# Monogame, brainstorming time-travel based puzzles

MineShip
Academic Project (2021)
- Solo project, worked to create a unique web-based single-player adventure game
- Created enemy AI, player interactions, and a seamless infinite world for the player to explore using JavaScript and PixiJS

Colosseum of Fools 3D Render (2021)
Academic Project
- Worked solo to create an accurate 3D Render of a 2D setting from the popular indie game Hollow Knight
- Used Autodesk Maya, Quixel Mixer to create and texture 3D assets, and Unreal Engine 4 to arrange the scene and create lighting effects

Anime Finder API Project (2021)
Academic Project
- Worked solo to create an interactive web-based application designed to help users find anime they may enjoy
- Used HTML and JavaScript to utilize a provided API and modify site content based on user interactions

INTERNSHIP EXPERIENCE

Black Dog DESIGNS, Glens Falls, NY
October 2019-January 2020
- Graphic Design firm specializing in marketing
- Worked alongside a team of professional designers
- Worked in Photoshop to create concept images
- Used web development tools to add information and improve SEO for web pages the firm was developing
- Aided in networking/prospecting for the company

WORK EXPERIENCE

Worked a non-retail part-time job from 2016-2018 and various retail jobs from 2018-present to save money for college and gain experience working with a team, occasionally under stressful circumstances.