JOSEF BERTOLINI

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EDUCATION

University of California, Irvine

Computer Game Science &

Computer Science, specializing in Systems and Software 3.73 GPA

- Awards: Dean's List since Fall 2017
- Notable Courses:
 - Data Structure Implementation and Analysis
 - o Game Engine Lab
 - o Game Systems and Design
 - Multiplayer Game Systems

- Compilers and Interpreters
- Advanced C++ Programming
- Computer Networks
- Database Management Systems

WORK EXPERIENCE

Assistant Data Analyst *Independent Contractor*

Irvine, CA

June 2019 - August 2019

Anticipated Graduation: June 2021

- Gathered, compounded, and analyzed data from food production to expose its inefficiencies
- Wrote reports and made spreadsheets to help present numerical data detailing found inefficiencies
- Gave experience in writing scripts and working with open source APIs

Shift Lead Taco Bell Irvine, CA

August 2018 - Present

- Worked in both food and Customer service
- Worked with different crews
- Managed Late Night/Closing Shifts, highest paid employee in the restaurant

PREVIOUS PROJECTS

Season's Beatings

Programming/Design

- Top-Down Beat 'Em Up Action game made in Unity with C#
- First project where I was able to both a design mechanics and implement them programmatically
- Gave Experience working in a team and with git

Columns

Programming

- Recreated the classic Sega Game Columns in Python 3
- Helped me learn the importance of modularity and unit testing
- Gave experience working with APIs and game programming

Raging Rocks

Programming/Design

- An ongoing multiplayer mobile game project for Android made using Unity and C#
- A fusion of WORMS and Angry birds where you build your own and destroy your opponents structures
- Further developed my skills in Gameplay Programming and experience with Game Engines

SKILLS

- Known Languages:
 - Python 3
 - C++
 - C# for Unity Scripting
 - Java
 - MySQL
 - Rust

- Sociable and Communicative
- Leadership
- Quick Learning
- Hard Working
- Problem Solving