

JOSEF BERTOLINI

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EDUCATION

University of California, Irvine

Computer Game Science &

Computer Science, specializing in Systems and Software 3.71 GPA

Anticipated Graduation: June 2021

- **Awards:** Dean's List since Fall 2017
- **Notable Courses:**
 - Data Structure Implementation and Analysis
 - Game Engine Lab
 - Game Systems and Design
 - Multiplayer Game Systems
 - Intermediate Programming
 - Advanced C++ Programming
 - Computer Networks
 - Database Management Systems

WORK EXPERIENCE

Assistant Data Analyst

Irvine, CA

Independent Contractor

June 2019 - August 2019

- 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

Irvine, CA

Taco Bell

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