**Joseph Rogelio Lodico Suero**

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# SUMMARY OF QUALIFICATIONS

I am a Student in **Computer Science Technology** at LaSalle College, skilled in **Unity 3D, Unreal Engine, Blueprint Scripting, C#, C++**. Experience in **game design**, **programming**, and **version control (Perforce)**, seeking an **internship** to contribute to and expand my game development knowledge and grow as a game developer.

# EDUCATION

**AEC – 420.B0 Computer Science Technology** 2023 – Present

LaSalle College Montreal Montreal, QC

**DES – Secondary School Diploma** 2018 – 2023

Lester B. Pearson High School Montreal, QC

**PROFESSIONAL EXPERIENCE**

**Cleaning Assistant**  2024 – Present

Nettoyage Renazel Montreal, QC

* Executed cleaning of multiple areas in clients’ homes, ensuring spaces are organized and optimized while applying methodical problem-solving.
* Managed multiple tasks efficiently, meeting deadlines while maintaining attention to detail, quality assurance, and process optimization.
* Collaborated in a team environment to deliver on client requests, ensures satisfaction, adaptability, and alignment while ensuring customer-focused solutions.

# ACADEMIC PROJECTS

**Infinite Trigger** [**https://antique7.itch.io/infinite-trigger**](https://antique7.itch.io/infinite-trigger)

* Collaborating with Team Members to layout the Design of the Game 2025 – 2025
* Used Unreal Engine 5 Blueprints to Achieve the Games Functionalities Montreal, QC
* Coordinated tasks using Perforce for Unreal Engine

**Leap City**

* Used Unity 3D Assets and C# to Achieve the Games Functionalities **2024** – 2024
* Collaborated with 1 Team Member to layout the Design of the Game Montreal, QC
* Coordinated tasks using Unity Cloud for Unity

**MyGlidingSim** [**https://josephlodico.itch.io/myglidingsim**](https://josephlodico.itch.io/myglidingsim)

* Used this Project for learning Purposes and to Gain Unreal Engine Knowledge 2025 – 2025
* Used Unreal Engine 5 Blueprints to Achieve the Games Functionalities Montreal, QC
* Coordinated tasks using my Unreal Knowledge Learnt in class

# SKILLS & KNOWLEDGE

**Technical Skills**: Using Unreal Engine (Blueprint Scripting, Input Systems, UI) Unity 3D (UI Toolkit/Canvas, 3D Game Development), Game Mechanics, C# Coding, C++, Java, CSS, HTML, Java, Git, Perforce, Itch.io, GitHub, Azure DevOps.

**Personal Skills**: Organization, Teamwork, Strategizing, Idea Development, Critical Thinking, Game development

**Languages**: Fluent: French Native: English Intermediate: Spanish

**Interests**: Video Games, Music, Game Art, Basketball and Soccer.