

# Joseph Rogelio Lodico Suero

438-351-2703

[Josephl2020@hotmail.com](mailto:Josephl2020@hotmail.com)

Montreal, QC

[LinkedIn](#) [itch.io](#) [GitHub](#)

[Portfolio](#)

## 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

|   |                                |
|---|--------------------------------|
| <b>DCS – 420.B0 Computer Science Technology</b><br>LaSalle College Montreal | 2023 – Present<br>Montreal, QC |
| <b>DES – Secondary School Diploma</b><br>Lester B. Pearson High School      | 2018 – 2023<br>Montreal, QC    |

## PROFESSIONAL EXPERIENCE

|  |                                |
|--|--------------------------------|
| <b>Cleaning Assistant</b><br>Nettoyage Renazel   | 2024 – Present<br>Montreal, QC |
| <ul style="list-style-type: none"><li>Executed cleaning of multiple areas in clients' homes, ensuring spaces are organized and optimized while applying methodical problem-solving.</li><li>Managed multiple tasks efficiently, meeting deadlines while maintaining attention to detail, quality assurance, and process optimization.</li><li>Collaborated in a team environment to deliver on client requests, ensures satisfaction, adaptability, and alignment while ensuring customer-focused solutions.</li></ul> |                                |

## ACADEMIC PROJECTS

### Infinite Trigger [Playable Build](#)

|  |                             |
|--|-----------------------------|
| <ul style="list-style-type: none"><li>Collaborating with 2 Team Members to layout the Design of the Game</li><li>Used Unreal Engine 5 Blueprints to Achieve the Games Functionalities</li><li>Coordinated tasks using Perforce for Unreal Engine</li></ul> | 2025 – 2025<br>Montreal, QC |
|--|-----------------------------|

### LeapCity

|   |                             |
|---|-----------------------------|
| <ul style="list-style-type: none"><li>Used Unity 3D Assets and C# to Achieve the Games Functionalities</li><li>Collaborated with 1 Team Member to layout the Design of the Game</li><li>Coordinated tasks using Google Docs and Unity Cloud for Unity</li></ul> | 2024 – 2024<br>Montreal, QC |
|---|-----------------------------|

### LeapCity2 [Playable Build](#)

|  |                             |
|--|-----------------------------|
| <ul style="list-style-type: none"><li>Used Unreal Fab Assets and C++ Blueprint coding to Achieve the Games Functionalities</li><li>Collaborated with 2 Team Member to layout the Design of the game</li><li>Coordinated tasks using Google Docs and Perforce for Unreal Engine</li></ul> | 2025 – 2025<br>Montreal, QC |
|--|-----------------------------|

## SKILLS & KNOWLEDGE

**Technical Skills:** Using Unreal Engine (Blueprint Scripting, Input Systems, UI) Unity 3D (UI Toolkit/Canvas, 3D Game Development), Game Mechanics, C#, 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.