

# Joseph Rogelio Lodico Suero

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Montreal, QC

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

[Porfolio](#)

## 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> LaSalle College Montreal	2023 – Present Montreal, QC
<b>DES – Secondary School Diploma</b> Lester B. Pearson High School	2018 – 2023 Montreal, QC

## PROFESSIONAL EXPERIENCE

<b>Cleaning Assistant</b> Nettoyage Renazel	2024 – Present 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>	
<b>ACADEMIC PROJECTS</b>	

### 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 Montreal, QC
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### 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 Montreal, QC
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### 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 Montreal, QC
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## 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.