Joseph Rogelio Lodico Suero

438-351-2703   LinkedIn   itch.io   GitHub
Josephl2020@hotmail.com   Porfolio

Montreal, QC

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   InfiniteTrigger Page

- Collaborating with 2 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

LeapCity

- 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 Google Docs and Unity Cloud for Unity

LeapCity2   LeapCity2

- Used Unreal Fab Assets and C++ Blueprint coding to Achieve the Games Functionalities   **2025** – 2025
- Collaborated with 2 Team Member to layout the Design of the game   Montreal, QC
- Coordinated tasks using Google Docs and Perforce for Unreal Engine

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.