

Joshua Digugno

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SKILLS:

Programming: Java, C#, GDScript, HTML, CSS, JavaScript

Software: Visual Studio, VS Code, Unity, Unreal Engine, IntelliJ, Processing, Godot, Github

Languages: Native English speaker, moderate in ASL

PROJECTS:

A Generic Game!(Final Academic Project): Winter 2022

- Researched and learned how to implement background music, sound effects, level progression, along with how player and enemy interactions work.
- Expanded skill set in game engine by using Godot and GDScript for designing this game.

With You, I'll Do Anything(Final Academic Project): Spring 2023

- Fabricated a bitter-sweet love narrative game with limited choices while exceptionally using HTML, CSS, and JavaScript.
- Utilized an AI image generator called NightCafe to create the images on screen which would change whenever a new event or choice was chosen.

Holding on For Deer Life (Final Academic Project): May 2022

- Used knowledge of object oriented programming and Java.
- Exercised mathematical equations to create a natural flow of the deer and developed creative ways to make a friendly interface for the player.
- To generate agency for players, using Java, added the ability for players to add deer and change environments, like earthquakes or windstorms to make it harder for the deer to get to the source.

WORK EXPERIENCE:

Hannaford June 2021 - Present
Cashier

- Provided superb customer service and worked well with my service leaders and co-workers.

Annabelle's Bakery July 2019 - November 2019
Dishwasher

- Provided excellent cleaning results.

TESOL/ESL Tutor September 2021 - June 2022
Tutor

- Facilitated an excellent work and teaching environment about pronunciation, U.S. essay formats, English grammar to multiple tutees to multiple international students.
- Successfully acquired a TESOL degree after finishing the TESOL course.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY Expected May 2025
Bachelor of Science, Game Design and Development, Minor in Creative Writing

Dean's List: Spring 2023, Avg GPA: 3.29

Related Courses: Data Structures(Java), OOP(Java), Intro to Web Tech(HTML, CSS, JavaScript), Physics, 2D/3D Animation and Asset Prod, World Building, Interactive Media Dev, Physics