Joshua Digugno

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Objective: Seeking a game design or programming co-op using my skills to grow as a developer.

SKILLS:

Programming: Java, HTML, CSS, C#, GDScript, JavaScript, Unreal Blueprints
Software: Visual Studio Unity, Unreal Engine, IntelliJ, Processing, Godot, Github, Maya, Perforce
Languages: Native in English, moderate in ASL

PROJECTS:

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.

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.

1 Month, 1 Game Challenge(Personal Project):   Jan 2024 - Current
- Successfully conceptualized and developed a diverse range of games within 1 month deadlines.
- Actively engaged in thorough research to grasp a deeper understanding of game design principles and mechanics.
- Currently produced the classic game of Pac-Man and modern day genre endless runner.

WORK EXPERIENCE:

ChangelingVR
Technical Artist, Programmer   Spring 2024
- Crafted immersive experiences through the creation of high-quality 3D models for two levels.
- Enhanced gameplay mechanics to elevate player engagement and satisfaction by developing intriguing puzzles and obstacles the player must conquer.
- Collaborated effectively, contributing to a group of 3-5 members within a larger party size of ~20.

TESOL/ESL Tutor   September 2021 - June 2022
Tutor
- Successfully acquired a TESOL diploma after finishing the TESOL course.
- Facilitated an excellent work and teaching environment about pronunciation, U.S. essay formats, English grammar to multiple tutees to multiple international students.

Hannaford   June 2021 - Present
Cashier
- Provided superb customer service and worked well with my service leaders and co-workers.
- Assisted customers with finding groceries, delivering them to their car with a welcoming attitude.

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, Physics, 2D/3D Animation and Asset Prod, Interactive Media Dev

Portfolio: **LinkedIn:**