

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, SQL, Python

Software: Visual Studio Unity, Unreal Engine, Godot, Github, Maya, Perforce, Tableau, Jupyter

Languages: Native in English, moderate in ASL

PROJECTS:

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, endless runner, and an educational game for 3-5 year olds.

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.

Intel Data Center & The Recording Academy(Final Academic Projects): Summer 2024

- Conducted analysis of energy availability and consumption to support the selection of the optimal location for a new data center for Intel using SQL and Tableau.
- Used real website data for grammy.com to meet business goals and provide growth recommendations through Python, Pandas, NumPy, and Plotly.

WORK EXPERIENCE:

ChangelingVR

Technical Artist, Developer

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.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY | Avg GPA: 3.53

Expected May 2025

Bachelor of Science, Game Design and Development, Minor in Creative Writing

Related Courses: Intro to Web Tech, Physics, 2D/3D Animation and Asset Prod, Game Design and Dev, Rich Media Dev Web App

Global Career Accelerator: Coding For Data

May 2024 - July 2024

SQL & Python Trainee

- Gained skills in SQL, Python, and Python libraries to extract, clean and manipulate data.
- Communicated results of data analysis through visualizations like Tableau and Plotly.
- Collaborated with a global team to complete tasks and procure a deeper understanding of data.