

# Joshua Digugno

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**Objective:** Seeking a game design internship/full time position to grow as a developer.

## **SKILLS:**

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**Programming:** HTML, CSS, JavaScript, C#, C++, Unreal Blueprints, SQL, Python

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

## **PROJECTS:**

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One Hell Of A Butler (First Person Tavern-Brawler Hack-and-Slash Game) August 2024 - Current

- Co-founded a 4-person game team, recruiting multidisciplinary talent (narrative writer, 3D environment artist) to develop an indie project.
- Designed and implemented enemy AI systems using behavior trees for dynamic combat encounters in Unity.
- Contributed to overall game design, including flow, level design, and combat mechanics.

Intel Data Center & The Recording Academy (Solo 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](https://www.grammy.com) to meet business goals and provide growth recommendations through Python, Pandas, NumPy, and Plotly.

Worldbuilding Based on Historical Worlds: Winter 2023

- Participated in a study abroad program in Spain, exploring the rich history and culture of five cities: Madrid, Seville, Córdoba, Granada, and Toledo.
- Collaborated with a team of 21 peers to create a detailed, fictional world known as Mahka Nata inspired by Spain's historical and cultural legacy.

## **WORK EXPERIENCE:**

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### **ChangelingVR**

*Technical Artist, Developer*

Spring 2024

- Developed engaging gameplay mechanics, creating puzzles and obstacles to challenge players operating in Unreal Engine and Blueprints while crafting high-quality 3D models with Maya.
- Utilized Perforce for version control, ensuring seamless collaboration with ~20 members.

### **iDTech Camps**

*Instructor*

July 2025 - August 2025

- Taught students ages 7–17 the fundamentals of game design using Scratch, Python/Pygame, Unreal Engine, GDevelop, and Minecraft, guiding them to deliver final projects by week's end.
- Cultivated warm classroom environment emphasizing kindness and having a growth mindset.

## **EDUCATION:**

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**Rochester Institute of Technology (RIT), Rochester, NY | Avg GPA: 3.71** Expected Winter 2025

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

*Related Courses:* Physics, 2D/3D Animation and Asset Prod, Game Design and Dev 1 and 2, DSA1, DSA2, Game Based Fiction, Level Design I, Digital Audio Production, Game Modification

**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.