

MICHAEL SANGIOVANNI

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Skills

<i>Languages:</i>	C#, C/C++, Java, Javascript, SQL, HTML, and CSS.
<i>Software:</i>	Adobe Photoshop, Adobe After Effects, Autodesk Maya, and Microsoft Excel
<i>IDEs:</i>	Unity, Visual Studio, Processing 2.0, Eclipse, Monogame
<i>Other:</i>	Art, Design, Source Control, Acumatica ERP Framework, Git, Good Communicative Skills, Able to take on leadership roles

Activities

Student Clubs

- Rochester Wargaming Association & Guild, Member (15-19)
- Electronic Gaming Society, Member (15-19)
- RIT Anime Club, Member (15-19)

Work Experience

A&C Connection Inspection (Summer 2017)

- Sewer and Septic video inspection to determine, clear out blockages.

Accounting System Integrators (Jan. 2018 - Aug. 2018, Summer 2019)

- Cooperative Education Internship position
- Customized the Acumatica ERP Software based on the requests of client's using C# for functionalities and SQL for server-side customizations

Education

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Game Design & Development, graduated December 2020
GPA: 3.23
Dean's List: Fall 2015, Spring 2017

Projects

The Libyrrinth

(Fall 2017 - Winter 2019)

5-person team. Players traverse through a procedurally generated maze while avoiding a ghostly librarian and trying to make as little noise as possible. Worked on Game Design, Art Assets, UI design, and theme. *Won 2nd place in RIT's 2017 Imagine Cup Game Jam*

Conspiracy

(Fall 2017)

5-Person Team. Card game where players, as members of the illuminati, compete to elect a puppet into the government through grooming certain attributes into your candidate before others. Created concept, main gameplay, design, card art, and theme.

Drug Lords

(Spring 2017)

5-Person Team. Tabletop strategy board game where one takes to the streets of a crime ridden city and looks to control all through resource management and battling rivals. Worked on art, core mechanics.

Batteries not Included

(Spring 2017)

4-Person Team. Point and click concept game created as a study into good UI design using the idea of 2D horror with a limited light source. In charge of art, collaborator on overall design.