

JULIAN SANGIORGIO

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SKILLS

Languages: **C++, C#, Java, JS, CSS, HTML**

Libraries: **OpenGL, SDL, OGRE, DirectX, Unity Engine, Unreal Engine, XCode**

DevOps: **Git, Perforce, CMake, Doxygen**

PROFESSIONAL EXPERIENCE

01/2022 TO 04/2022 **Lead Software Engineer**

Space Capitalist/ Mobile Game

- Managed a team of engineers to develop a 3D hex-based isometric tower defense game for mobile devices.
- Communicated with team members to ensure key deliverables were met and completed on time.
- Built a procedurally generated level system for team members to easily put together new maps.
- Created a strong enemy AI framework to create new enemies with ease.

02/2022 to 04/2022 **Gameplay Engineer**

Buff Babies/ Console Game

- Worked on 2.5d platform game using Unreal Engine alongside three other developers.
- Quickly learned new skills and applied them to tasks, improving rate and quality of work.
- Created a scalable platform creations system to be used by other developers.

PROJECTS

Planetarium/ PC Game

- Developed a 3D planet exploring game in Unity Engine.
- Created a scalable add-on to Unities physics system, allowing players to traverse around miniature planets.
- Implemented a robust inventory system giving players the ability to pick up, equip, craft and use items they find in-game.

EDUCATION

04/2022 **Advanced Diploma: Game Programming**
George Brown College- Toronto, On