

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**

EXPERIENCE

11/2022 – Ongoing **Gameplay Engineer (Internship)**

Rise Of The Elements (PC)

- Currently working on an open world RPG action game alongside a group of 20+ members.
- Built a custom scalable dialogue system that allows for players to interact with any object with ease.
- Consistently meeting programming deadlines and presenting milestones to group on a bi-weekly basis.
- Constructing a combat system that allows for light-heavy attack combos and streamlines addition to new attacks combos in-editor.

12/2022 – Ongoing **Gameplay Engineer (Internship)**

Paranoid (PC)

- Currently developing a first-person horror puzzle experience alongside a group of 15+ members.
- Implemented various encounter systems in order to make player feel like they are being watched.
- Utilized Unity's shader graph feature by creating an effect that allows objects to dissipate using a noise sample.
- Attended weekly standups to provide insight into finished and current tasks to the team.

PROJECTS

01/2023 – Ongoing **Director/Programmer**

Math Circuit (Mobile)

- Working with a group of engineers to develop a math app for elementary school students.
- Created a detailed design document for members to refer to when creating the app.
- Built a working prototype for the full app for engineers to build from.

10/2021 – 04/2022 **Lead Software Engineer**

Capstone Project: Space Capitalist (Mobile)

- 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 that allows other developers to create new enemies with ease.

01/2021 – Ongoing

Planetarium (PC/Console)

- 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