Joseph Pietruch
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Website: percipient24.com (hosts a complete timeline of projects)

::Introduction

I am a New Media & Game Designer and Developer. I often find myself acting as a designer's developer, or a developer's designer, capable of creating and communicating in both domains. I see art and development as two sides of the same coin, where one skillset informs and reinforces the other, and I am seeking a position that makes full use of both.

::Development

ActionScript 3.0 - Flash/Flex/AIR
JavaScript & jQuery
PHP/MySQL - CodeIgniter, AMFPHP
Java - Android, Processing, libGDX
C# - XNA, Windows Forms, Unity
C++ - DX9, DX10, OpenGL
Lua, Python

::Design & Arts

Photography/Videography
2D/3D Design & Texturing
Web & Interactive
Motion Graphics
Drawing & Painting
Singing & Music Theory

::Software

Adobe Creative Suite
MS Visual Studio
XACT
Maya
GarageBand, FL Studio

::Experience

Kickstarter: Chain Gang Chase *Summer 2013 - present*
Created a video game concept, prototype, and supporting website. Managed all aspects of design and development. Ran a successful Kickstarter campaign with the intent of hiring students to work with me on the game for May 2014 launch.

Lecturer: Rochester Institute of Technology *Summer 2010 - present*
Responsible for lesson planning and teaching for a variety of programming and media courses.

Director: RIT Kids on Campus Program *Summer 2010 - present*
Responsible for managing, orchestrating, staffing, and running all operations for this annual RIT summer program for 5th through 12th grade students.

Freelance Developer: Democrat and Chronicle *Summer 2010 - present*
Responsible for development of canvas and svg data visualizations, as well as flash webgames contracted through this Rochester, NY newspaper.

Freelance Developer: Workinman Interactive *Summer 2008 - present*
Responsible for development of several flash webgames contracted through Workinman Interactive's client, Nickelodeon. Worked with iCarly, Spongebob Squarepants, and Invader Zim IPs.

Lead Flash Developer: Picture the Impossible (PTI) Game - *Summer, Fall 2009*
Responsible for designing and developing five webgames, each with weekly serial content. Games used as part of PTI: a Rochester-wide Alternate Reality Game leveraging newspaper, geographic, and online games and puzzles for a seven-week experience. Visit picturetheimpossible.com for more information.

Graduate Assistant / Tutor: RIT *2008 - 2009 Schoolyear*

Teacher's Assistant: RIT Programming Courses *2007 - Spring 2009*

Student Manager: RIT Crossroads Print/Postal HUB *2006 - Spring 2009*
Responsible for operating campus print shop on nights and weekends.
Digital pre-press/printing/finishing work and customer service experience.

Workshop Leader: RIT Kids on Campus Program *Summers 2006 - 2010*
Responsible for teaching 2-week summer workshop courses in Flash programming for 5-6, 7-9, and 10-12 grade students.

Production Graphic Artist: WKTV Television Station, Utica, NY *2002 - 2004*
Responsible for creating evening and week-end news graphics and fullscreens, operating studio cameras, and audio mixing during newscasts at local NBC affiliate television station.

::Education

Rochester Institute of Technology - 2010
MS Game Design & Development, Graduate Assistant

Rochester Institute of Technology - 2008
BFA New Media Design & Imaging, Highest Honors

::References

Available upon request.