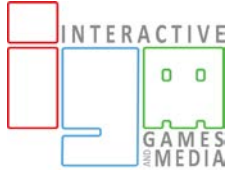# JOSEPH PIETUCH
/ C u r r i c u l u m   V i t a e

Lecturer & Director of Kids on Campus

School of Interactive Games and Media
B. Thomas Golisano College of Computing and Information Sciences
Rochester Institute of Technology
152 Lomb Memorial Drive
Rochester, NY 14623-5608

Office: (585) 475-4175
E-mail: jcpigm@rit.edu

EDUCATIONAL BACKGROUND

| the section where I list places I formally learned a portion of the stuff that I know

MS Game Design and Development — *RIT 2008-2010*

Two years of intensive study and practice at creating interactive media experiences.
GPA – 3.88

BFA New Media Design and Imaging — *RIT 2004-2008*

Four years of intensive study and practice in creating all manner of digital design.
GPA – 3.84 with Highest Honors

NYS Regents Diploma — *Whitesboro High School 2000-2004*

Course sequences in math, science, pre-engineering, art and writing.
Graduated among the top 5 students of 250

JOURNAL ARTICLES

| the section where I list the academic papers I have had a hand in writing

"Oh No! Banjo" — A Case Study in Alternative Game Controllers

Mike Ey, Joe Pietruch, and David I. Schwartz. 2010. "Oh-No! Banjo": a case study in alternative game controllers. In *Proceedings of the International Academic Conference on the Future of Game Design and Technology* (Futureplay '10). ACM, New York, NY, USA, 215-218. DOI=10.1145/1920778.1920810
http://doi.acm.org/10.1145/1920778.1920810

Differences in aggression as a relationship between sex and levels of video game playing — *Kunal Puri, 2011*

Advised student and assisted in distributing his survey.

CURRICULAR DEVELOPMENT

| the section where I list the courses I've taught as RIT Lecturer or Kids on Campus Instructor

Foundations of New Media Interactive Development — *RIT*

A freshman course in time-based media, motion, animation, sound and typography.
Students are introduced to Flash and AfterEffects.

New Media Development and Algorithmic Problem Solving I — *RIT*

Uses Processing to introduce variables, conditionals, loops, functions, classes, and events.

Introduction to Programming for New Media — *RIT*

Uses ActionScript 3.0 to introduce variables, conditionals, loops, functions, classes, and events.

Programming II for New Media — *RIT*

Continues with external files, data structures, design patterns, and working with collections.

Programming III for New Media — *RIT*

Introduces a new programming language and expands on programming techniques and practices.

Programming IV for New Media — *RIT*

A survey class with individual and group projects, presentations, and diverse programming topics.

Introduction to Web Development — *RIT*

A course covering basic Unix, filesystems, permissions, HTML(5), CSS, XML, JavaScript, and PHP.

Interactive Digital Media — *RIT*

Creating applications with rich animations and interactions writing event-driven code.

2D Animation for Interactive Media — *RIT*

Flash and AfterEffects course focused on learning and applying principles of animation.

Programming for Digital Media — *RIT*

Flash and Unity course focused on vector-based steering algorithms and emergent phenomena.

Undergraduate Projects Seminar — *RIT*

A course where the students come up with projects and I offer advice and mentorship.

Seminar in Data Visualization — *RIT*

A web-heavy look at producing, consuming, and displaying data graphically.

Game Development C# / XNA — *Kids on Campus 2011*

Two-week programming and game development in C#/ XNA for high school students.

Game Development Flash — *Kids on Campus 2006 - 2010*

Two-week programming and game development in ActionScript for middle school students.

PROJECT INVOLVEMENT

| the section where I list interesting projects I've had the pleasure of producing

Chain Gang Chase — *Independent Project affiliated with MAGIC : 2013-present*

Designed a game, made a prototype, created/publicized/operated/completed a Kickstarter campaign to hire students and finish production by May 2014.

Path Through History — *RIT and MAGIC : 2013-present*

Managed a small team of students in brainstorming and production of an augmented reality game for tourism in the Finger Lakes region of New York State.

Just Press Play — *RIT and IGM : 2011-present*

Produced interactive HTML5/Canvas data visualization and puzzles for student achievement system. Developed QR code scanning, achievement granting mobile application.

Wallow Engine — *Personal Project : 2012*

Developed 2D OpenGL ES rendering engine and tools for native Android game development.

TigerROAR — *RIT Athletics : 2011*

Developed ActionScript 3/AIR application for Android and iOS devices.

Shmup You! Fighting Spirit —*MS GDD : Capstone Project 2010*

Graphics, models, texturing, user interface, animation, screen, and tween system for C# / XNA game.

Shelf Life —*MS GDD : 2009*

Graphics, models, texturing, user interface, and screen system for 3D C# game.

Oh No! Banjo —*MS GDD : 2009*

Interface and physical controller for banjo-based rhythm game.

Picture the Impossible — *RIT & Democrat and Chronicle : 2009*

Casual game development with serial content for Rochester city-based game.

Quorum —*MS GDD : 2009*

Graphics and interface design for a 2D C++ space shooter.

Invasion C.U.T.E. —*MS GDD : 2008*

Built a Box2DFlash-based level editor and game engine for prototyping a game for the Nintendo DS.

New Media Team Project : D.O.M.E. —*BFA NMD : 2007 - 2008*

Project manager for space simulation in the "Digital Omnidirectional Media Environment,"
a 3D panoramic projection environment.

Asteroids 3D —*BFA NMD : 2007*

Used Wiimotes to pilot a ship and fire at asteroids in a 3D panoramic projection environment.

EMPLOYMENT EXPERIENCES

| the section where I list places I've put my accumulated skills into practice

Director of Kids on Campus — *RIT : 2010 - present*

Managing preparation, hiring, marketing and operation of the Kids on Campus RIT summer program.

Lecturer for School of Interactive Games and Media — *RIT : 2010 - present*

Teaching courses, holding office hours, giving tours, screaming at hockey games, kicking butt.

Freelance Flash Developer — *Democrat and Chronicle Newspaper : 2009 - present*

Creating casual games for Rochester newspaper's web portal.

Freelance Flash Developer — *Workinman Interactive : 2007 - present*

Creating casual games for Nickelodeon client with SpongeBob, iCarly, and Invader Zim IPs.

Graduate Assistant — *RIT : 2008 - 2009 academic year*

Held open tutoring hours in the labs helping New Media and IT students.

Grader — *RIT : 2006 - 2010*

Graded student work to lighten the load for professors at RIT.

Teaching Assistant — *RIT : 2005 - 2010*

Assisted classroom environment and troubleshooting for a variety of programming classes at RIT.

Student Manager in Print Production — *RIT Crossroads HUB : 2005 - 2010*

Pre-press setup, production printing and finishing with commercial Xerox and HP digital printers.

Production Graphics — *WKTV Television Utica : 2002 - 2004*

Created news graphics, operated studio camera, ran live production audio mixing.

LIFE EXPERIENCES

| the section in which I list some of the formative experiences that don't quite fit the above categories

Photography — *1994 - present*

Shot 35mm Color / BW / Slide film and digital, black and white development and darkroom skills.

Singing — *1994 - present*

Performed with a variety of choirs and groups, solo and with RIT's 8-Beat Measure and Surround Sound.

Woodworking — *1997 – present*

Designed and built several working catapults and trebuchets, and a spherical tripod rig for panorama.

Travel — *People to People Student Ambassador Program : 2000, 2003, 2004*

Visited England, Ireland, Wales, Scotland, Australia, New Zealand, France, Italy, Switzerland, Austria.

Computer Assembly — *2000 - present*

Scouted, priced, ordered and assembled PC components into several working systems.

Automobile Maintenance — *2011 - present*

Performed full brake job, control arm replacement, tune-up and door replacement on my 1996 Volvo.

Dishwasher Installation — *2011*

Removed the old and installed a new dishwasher in my apartment.