# JOHN BRITTI

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## EDUCATION

### Georgia Institute of Technology

**Major**
Computational Media

**Threads**
Intelligence, Interactive and Experimental Media

**Graduating**
Spring 2019

**GPA**
3.54

## SKILLS

**Languages**
Python
Javascript
HTML
CSS
C#
Java
C

**Design Environments**
Adobe Suite
Blender
3D Studio Max
ZBrush
Solidworks

**Game Engines**
Unity
Unreal 4
Source

## WORK

**ConvexMind** - *Atlanta, GA*                                    *May 2018 - Present*

### Technical Artist & Product Designer
- Designed consistent
  Produced

**Centree** - *Atlanta, GA*                          *November 2016 - September 2017*

### Front End Developer
- Developed front end for an IoT crash detection system from the ground up in React to notify first responders
- Implemented map navigation interface with real-time updating pin notifications
- Worked directly with backend developers to troubleshoot and integrate REST API and Amazon Web Server file serving
- Implemented video streaming via websocket so user could view a recording of the incident
- Company placed third in AT&T's Atlanta Civic Coding Competition

## PROJECTS

### College of Computing Career Fair App - Webapp, React
- Lead development on React-based company search and virutal line app
  - Worked alongside backend developers to create robust schema and comprehensive REST API
  - Collaborated with client to design an effective alternative to physical lines called the virtual line
  - Designed frontend to scale for both desktop and mobile platforms
    Frontend architecture structured for extensibility

### Beryl Isle - Videogame, Unity
- Developed art assets and mechanics for 3d platformer
  - Worked closely with project lead to develop a consistent aesthetic for the game
  - Collaborated with level designers to create high fidelity 3d models in Blender & Substance Designer for their areas

## LEADERSHIP

### Computational Media Ambassador - Vice President
- Collaborate with other ambassadors to advocate for students in the CM major
- Developed and taught "Level Up" training session about the fundamentals of 3d modelling