JOHN BRITTI

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Looking for:
Summer 2019 internship in software engineering or front-end development

EDUCATION

Georgia Institute of Technology

Major
Computational Media

Threads
Intelligence, Interactive and Experimental Media

Graduating
Fall 2019

GPA
3.6

SKILLS

Languages
Python
Javascript
HTML
CSS
C#
Java

Web Frameworks
React
Node.js
Express
MongoDB

Design Environments
Adobe Suite
Blender
3D Studio Max
ZBrush
Maya

Game Engines
Unity
Unreal 4
Source

WORK

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

Technical Artist & Product Designer

- Collaborated with team to create a coherent aesthetic for a mobile game for kids
- Produced 2D art, animations, UI assets, shaders, and the necessary code to incorporate these elements into a Unity game
- Developed architecture critical to the game such as the state machine for level transitions and the character controller for the game's protagonist
- Designed logo, info graphics, and marketing materials to craft an identity for the company

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 back-end 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 virtual line app
  - Worked alongside back-end 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 front-end to scale for both desktop and mobile platforms
    Front-end architecture structured for extensibility

Lecture Code Live - Webapp, React

- Developed full stack React app and a Python script which syncs local file changes to a website, allowing students to copy code from lectures rather than manually transcribing it off a projector
  - Created Express server with MongoDB to easily upload and access files
  - Implemented Socket.io to detect changes to files and automatically update the client

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 modeling
- Designed Lecture Code Live to expedite tutorial sessions put on by the CM Ambassadors