Anthony Alicea

603-3206338 - Nashua, NH - anthonya3411@gmail.com

Technical Skills:

- 3 years of experience with C#.
- 1 year of experience with Java.
- 1 year of experience with C++.
- Limited experience with JavaScript, HTML, CSS, SQL, and Python.
- 3 years of experience with the Unity Game-Engine.
- 2 years of experience with the Mono-Game Framework.
- 1 year of experience with Git.
- 4 years of experience with Photoshop.

Work Experience:

New England Institute of Technology | Front Desk, Kitchen | November 2021 - Current | East Greenwich, RI

Advance Auto Parts | Keyholder/Manager | March 2021 - November 2021 | Warwick, RI

Stop & Shop | Deli Associate | December 2019 – March 2021 | North Kingstown, RI

The Home Depot | Cashier | November 2018 - September 2019 | Nashua, NH

Completed Projects:

Novarex | Unity | 3D First Person Space Shooter | November 2020

Crestfallen | Unity | 2D Side-Scroller Metroid-Vania | March 2021

LiDAR VR | Unity | 3D VR Horror Game | August 2022

Education:

New England Institute of Technology | Video Game Development Associates | Completed | March 2022 | GPA: 3.0

New England Institute of Technology | Game Development & Simulation | Expected Completion 2023 | GPA: 3.0

Personal Skills:

- Excellent written and verbal communication skills.
- Attention to detail.
- Analytical thinking.
- Efficient worker.

Links & Social Media:

https://www.linkedin.com/in/anthony-alicea-414491268/

https://github.com/anthonya3411

https://anthonya3411.itch.io