ANGELO ANTHONY RETTOB

GAME DEVELOPER

ABOUT ME

I am a programmer with a passion for games. I get my inspiration from creating things with others and learning, so I am always looking to experiment and improve myself.

My goal is to craft experiences of the same quality as those that have shaped me. So that I can hopefully inspire others the way games have inspired me.

INTERESTS

- Games
- Technology
- Cooking
- Guitar
- Music
- Travelling

CONTACT INFORMATION

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GitHub:
antjowie

EMPLOYMENT HISTORY

Carpenter Assistant

Harpsichord Amsterdam | 03/2017 - 06/2017

- Processing materials used to build instruments
- Utilizing machinery to optimize efficiency
- Cleaning up the workspace

EDUCATIONAL HISTORY

Breda University of Applied Sciences

University | 09/2018 - present

Program: International Game Architecture and Design (IGAD) / Creative Media and Game Technologies (CMGT)
Direction: Game programmer

Baken Park Lyceum

High School | 09/2013 - 06/2018

Profile: Nature & Technology
Socrates graduated

PROJECTS

Last Resort

Network developer | 29 members | 32 weeks

- Profiling and optimizing network quality, guiding the team to create multiplayer supported features and code
- Integrating netcode with Steam
- Setting up first- and third person weapon based character animations
- Multiplayer supported level streaming for a seamless game loop

Temple of Giants

Gameplay developer | 16 members | 8 weeks

Awarded with Best Game Year 2 Teacher and Audience pick.
- Implemented player abilities
- Implemented the saving and checkpoint system
- Implemented controller support (UI changes dynamically based on input)
- In game feedback system that forwards feedback to our Discord (or any webhook)

SKILLS & TECHNOLOGIES

Programming Languages
- C++
- C#
- JavaScript

Technologies
- OpenGL
- Multithreading

Software
- Git
- Perforce
- Unreal Engine
- Unity
- Blender
- Adobe Photoshop
- Adobe Premiere