

# Dominic Berardi

707-372-9624

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<https://domberardi10.github.io/DominicBerardi-GameDesignPortfolio/>

## SKILLS

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- Motivated recent graduate who demonstrates strong work ethic and passion
- Ability to design gameplay mechanics + program and iterate on them myself
- Capable of identifying bugs and other issues, engineering solutions for them
- Passionate about level design, game feel, and what makes a game fun
- Inherently collaborative and can work efficiently with a driven team
- Eager and open to learn new tasks, especially to the benefit of others
- **Engines:** Unity (5 projects), Unreal (1), Phaser (1), Construct (1), GameMaker
- **Programming:** C# (2yr.), C++ (2yr.), C (2yr.), Python (3yr.), x86 Asm. (1yr.)
- **Other game design adjacent:** FMOD, Blender, DAWs (Reaper, Audacity)
- **Other technical skills:** Google Suite, Trello, Adobe Creative Suite, Figma

## EXPERIENCE

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### Gameplay Programmer & Engineer

July 2023-Present

*Eternal Delta Games, Remote (Freelance)*

- Programming mobile game in Unity, report directly to project director
- Crafted engineering documents for project reference

### Student Game Developer

September 2019-June 2023

*UCSC CS:GD Undergrad Program, Santa Cruz, CA*

- Designed gameplay loops, levels, obstacles, and game worlds
- Programmed using classes in JS, C++, Python; OOP game scripting in C#
- Developed game loop logic, player controllers, level scripting, AI state machines, custom animation loops, and more
- Proficiency in graphics/rendering, VFX, UI/UX within Unity
- Familiarity with audio design in Audacity, audio integration in FMOD, modeling in Blender

### Assistant Sign Technician

Summer 2020, Summer 2021

*Solano Signs, Fairfield, CA*

## EDUCATION

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University of California Santa Cruz, Santa Cruz, CA

September 2019-June 2023

*B.S. Computer Science: Computer Game Design*

GPA-3.89

- Graduated with Dean's Honors