

Contact

pmarchitiello@protonmail.com

www.linkedin.com/in/paul-marchitiello-775000233 (LinkedIn)

Top Skills

Java

C#

GitHub

Paul Marchitiello

Independent game developer. CSU Sacramento graduate with a Bachelor of Science degree in Computer Science.

Rocklin, California, United States

Experience

Self Employed

Independent Video/Tabletop Game Developer

July 2015 - Present (9 years 4 months)

Rocklin, California, United States

Responsibilities

Unity Game Engine

Coding with C#

Creating art assets: Modeling with Blender

Translating gameplay concepts into code

Creating tabletop rules sets

Mobile app development

React Native

MongoDB

Bayside Church

DevOps Volunteer

January 2022 - August 2022 (8 months)

Responsibilities:

C#

SQL

Utilizing/customizing Rock RMS to fulfill church management needs

Infinadeck

Engineer Intern

October 2018 - March 2019 (6 months)

Rocklin, California, United States

Responsibilities:

Working in a small team environment

Creating digital systems and environments for testing the Infinadeck omni-directional treadmill in Unity Game Engine and Unreal Engine

Sutter Health

Desktop Technician

August 2015 - January 2016 (6 months)

Roseville, California, United States

Software and hardware installation/troubleshooting

Multitasking(Troubleshooting 2 or more issues remotely while imaging new computers)

Data entry(updating equipment inventory, installation tracking with excel spread sheets)

Customer service via phone, email, IM and text

Training new technicians on computer imaging, computer data transfer and troubleshooting

Managed building /transfer/ configuration for 150 laptops

Remedy ticketing system

Programming and Installation of credit card chip readers

Education

California State University-Sacramento

Bachelor's degree, Computer Science · (August 2020 - May 2024)

Sierra College

Associate of Arts - AA, Computer Science · (July 2017 - June 2020)

John Swett High School

High School Diploma · (2003 - 2007)