Giancarlo Guccione
Undergrad Student at Purdue University

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Chicago, IL, United States 📍

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I'm passionate about video game graphics programming. Studying game development will equip me to create advanced graphics and simulations. I aim to understand their visuals and physics. I'm eager to learn the fundamentals of game development to manage an organization specializing in creating game engines integrated with AI and machine learning. Besides my academic interests, I enjoy playing tennis and traveling the world to experience and witness different cultures.

EDUCATION

International Baccalaureate Diploma
GEMS World Academy Chicago

09/2016 - 05/2023

Game Design and Computer Science
Purdue University (College of Science and Polytechnic Institute)

05/2023 - Present

WORK EXPERIENCE

Tennis Coach (NTRP 4.0+)
Tennis on the Lake Chicago

06/2020 - 06/2023

Achievements/Tasks

- **Developed Diverse Training Programs** : Designed and implemented a range of mental and physical conditioning training programs for various skill levels, resulting in a 30% increase in player performance metrics at Tennis on the Lake, Chicago.
- **Led Successful Teams** : Coached junior and adult teams to victory in Chicago-Land tournaments, achieving a 75% win rate over two seasons, highlighting strategic planning and team-building skills.
- **Enhanced Player Performance Through Customized Coaching** : Successfully tailored individual coaching sessions for over 400 players, leading to significant improvements in their technique and strategy. This resulted in an increase of players advancing to competitive levels under the United States Tennis Association Midwest (USTA).

Game Graphics and Animation Programmer
The MIMIC (Roblox)

01/2021 - Present

Achievements/Tasks

- **Innovative Animation Design** : Assisted with the implementation of immersive 3D animations, enhancing the game's horror atmosphere, which contributed to over 1 million visits within the first six months of release
- **Use of Blender for 3D Modeling and Animation** : Utilized Blender to create 3D models and complex animations, significantly contributing to the game's immersive horror environment. These graphics received high remarks by the Roblox community.

SKILLS

Javascript   Java   XHTML   CSS   Blender
LUA   Unreal Engine 5   Python
Adobe After Effects   Adobe Premiere Pro

PERSONAL PROJECTS

GTA-V Five-M Top Gun RP (01/2021 - 06/2023)
- Head of Administration
- Lua Scripter

GTA-V Five-M The Family RP (01/2020 - 06/2022)
- Head of Administration
- Lua Scripter

ORGANIZATIONS

GEMS World Academy Rocket League Esports
(09/2019 - 05/2023)
Founder/Team Captain (Varistiy)

The GEMS-British Tennis Team (09/2021 - 05/2023)
Founder/Team Captain (Varsity Singles #2)

CERTIFICATES

Global Innovation Challenge Finalist
(09/2016 - 01/2017)

Winner of Google Student Film Festival (GEG Chicagoland) (12/2017 - 01/2018)

Rocket League IHSEA Contender (09/2021 - 05/2023)

LANGUAGES

English
Native or Bilingual Proficiency

French
Professional Working Proficiency

INTERESTS

AI Integration   Graphics   Coding   Business