

JULIÁN ANTONIO AVAR CAMPOPIANO

Game Developer and Programmer

@ julian.aavar@gmail.com

📞 773-680-0681

📍 Champaign, IL, 61820

🌐 [julian-aavar-campopiano](https://julian-aavar-campopiano.github.io)

🐙 [jaacko-torus](https://github.com/jaacko-torus)

📄 [jaacko-torus](https://github.com/jaacko-torus)

EDUCATION

Full Sail University

Bachelors in Game Development and Programming

📅 Oct., 2020–Present

📍 Winter Park, FL

Bellecour École

Bachelors in Game Design

📅 Sept., 2019–June, 2020

📍 Lyon, France

EXPERIENCE

Programming Tutor

iDTech

📅 May, 2021–Present

📍 Campbell, CA

- Teaching general JavaScript, Python, Java, and C#.

Game Jam Lead & Programmer

Jimmy's Test Site

📅 March, 2020–Present

📍 Online Group

Online group created by Abdullah Salem (@Fenguinn) and me, later evolved into a full on group which has 10 programmers and 3 artists which take turns aiding our projects. We have people from USA, Brazil, France, and China.

- Led 10+ people
- Taught C#, GDScript, and git workflows to new collaborators
- Was flexible with others' schedules and made sure to finish things myself where others couldn't/wouldn't
- Understood the differences between the tasks of programmers and artists and learned to respect workflows

Intern

Hayden Organic/Iron Sun Holdings

📅 May–Sept., 2021

📍 NYC, NY

LANGUAGES

English

Spanish



OTHER SKILLS

Unix

Git

Heroku

PROGRAMMING LANGUAGES

JavaScript/NodeJS

TypeScript

Python

Java

C#

C++

SQL

Ruby

Scala

HTML/CSS

Lua

Go

GDScript

TeX

FRAMEWORKS/LIBRARIES

SCSS/Sass

Stylus

PostCSS

Express

React

React Native

Webpack

Snowpack

SolidJS

P5JS

dat.GUI

JUnit

OCRA

MySQL

MongoDB

Unity

Godot

Phaser

Defold

Unreal

PROJECTS

Sky Fishing | Game

Godot

GDScript

📅 22–31 Jan., 2021

Entry to the Feel Good Game Jam.

- Learned the importance of concept art/models
- Implemented an inventory
- Used data objects instead of game objects to tie items to their corresponding enemy, increasing performance by a tenfold

LAO&MM | CLI

Ruby

OCRA

📅 July, 2020

A sub-1000-line application with the purpose of translating Light Novels (serialized Japanese novellas) from their raw scans with the aid of OCR and cloud translation software. Although it is just a knot of other applications (particularly Capture2Text), it is both functional and taught me how to use Ruby, a language I deeply love.

- First useful CLI application

Space-Time Explorer | Game

TypeScript

Snowpack

P5JS

MatterJS

dat.GUI

📅 2015–Present

Perhaps my longest standing project. Much of it was scrapped, and many times its GitHub repo was deleted due to merge conflicts and backtracks. This project truly taught me the importance of orderly code, and the helpfulness of functional programming.

- Initially built directly with web APIs
- Increasing complexity in physics and rendering led me to rely on libraries, instead of making everything myself
- Taught me to be orderly and document my code
- Made a middleware interface