

Joel Shuart Galluzzo

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(703) 408-0750

Skills |

Languages: C#, Javascript, C++, Haxe, HTML, CSS, SPL, Python

Technologies: Phaser, Unity, Node.js, Webpack, Three.js, Splunk, Slides, Docs, Sheets, Jira, git

Other: Game Design, System Development, Optimization Techniques, Documentation, Quality Assurance

Experience |

Workinman Interactive - *Developer*

[May 3, 2019 – October 4, 2024]

- Worked through the full cycle of development and game design on 12+ projects for a number of clients such as Sesame, Noggin (Nickelodeon), and Disney
- Created and maintained an internal Phaser engine wrapper that was widely adopted by the company by making the build pipeline, added core features & systems, helper utilities, and tools to ease workflow
- Implemented various core gameplay mechanics, ensuring original intent and designs were brought to fruition, while balanced against reality of the games user experience
- Worked with team members to find solutions for technical and design problems surrounding gameplay
- *Technologies:* Javascript, Phaser 3, Haxe/Flambe, C#, Unity, Three.js

Second Avenue Learning - *Unity Developer Intern*

[January 15, 2019 – April 26, 2019]

- Worked on a Nintendo Switch game port, usability and optimization update, from mobile to Switch
- *Technologies:* Unity, C#, Nintendo Switch, Android Studio, Javascript, HTML

Portfolio |

Peppa Pig: Hide n' Seek [Phaser, JS, HTML5] - *Workinman Interactive*

- Created all mechanics including game loop logic, path following systems, level theme skinning system, UI systems, hint and feedback systems, and csv based level importer
- Developed RNG system to support variety in game, where selections would be random but not repetitive
- 27th Webby Awards Honoree (Family, Education, and Kids)
- <https://workinman.com/peppa-pig-hide-n-seek-reinforces-spatial-relationships/>

Stump [C#, Unity, Android]

- Classic mobile 'knife throw' game, where you get knives into a goal and avoid obstacles
- Implemented tight game loop that is always engaging to players and quick to understand
- Built in systems to support handcrafted levels and progression influenced randomized ones

Block Star Challenge [Haxe, HTML5] - *Workinman Interactive*

- Developed suite of tactile and snappy minigames where players have seconds to complete tasks
- Implemented all UI, gameplay mechanics, timer, game flow, and hint systems
- Developed support for up to 4 players
- <https://workinman.com/noggin-block-star-challenge/>

The Floor is Lava [C#, Unity, Networked Multiplayer]

- Developed set of player abilities to allow players to overcome compromising situations and race ahead
- Reiterated design goals of emulating the childlike experience whilst giving an actionable and flexible toolkit to players

Education |

Rochester Institute of Technology

Bachelors of Science in Game Design and Development & Minor in Psychology

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