

John Pionzio



Contact



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Education

Bachelor of Science

Rochester Institute of Technology | 2019-2023

Major in Game Design and Development

Minor in Economics

Cumulative GPA: 3.95

Summa Cum Laude

Central Bucks High School West | 2015-2019

Cumulative GPA: 4.25

Programming

| | | |
|------------|--------------|-----------------|
| JavaScript | - 6 Projects | - 3 Years Exp. |
| C# | - 4 Projects | - 3 Years Exp. |
| HTML5 | - 4 Projects | - 3 Years Exp. |
| CSS | - 4 Projects | - 3 Years Exp. |
| Dart | - 1 Project | - 3 Months Exp. |
| C++ | - 0 Projects | - 6 Months Exp. |

Software

| | |
|-----------------|--------------------|
| Microsoft Suite | Visual Studio |
| Git | Visual Studio Code |
| GitHub | Unity |
| Trello | Unreal Engine |
| Firebase | Maya |
| Adobe Suite | ServiceNow |

Game Developer

A graduated student from Rochester Institute of Technology as of December 2023, I am looking to utilize my vast programming and development skills accumulated through my education to build a career as a game developer.

Experience

● January 3rd - June 24th 2022

Wayfair Inc

Employee Tech Onboarding Engineer

- Responsible for the deployment of software and hardware to all newly-hired employees.
- Led weekly orientations and support sessions in-person and asynchronously.
- Redesigned informal webpages regarding software distribution, installation, and use to be viewed by future Wayfair employees.
- Organized ServiceNow dashboards, datasheets, and graphs to required specifications; recorded informal instructions on how to do so for future Wayfair employees.
- Redesigned hardware shipping kits to be more economical in terms of materials used in preparation for contracting third parties to take on hardware distribution.

Projects

● Pong

Unity3D (C#)

February 3rd - February 6th 2024

- Personal project completed individually over four days in Unity3D.
- A recreation of the classic game Pong supporting two players with additional features, including two game modes (timed & par), multiple types of pong ball, and a toggleable CPU opponent.
- Users can customize game rules prior to starting a round in the options menu.
- Game features full sound effects during gameplay which were sourced from zapsplat.com.

● Pirate Wars: Eye of The Kraken

Board Game (Tabletop Simulator)

March 21 - April 25 2021

- Academic project completed asynchronously in a group of four in Tabletop Simulator.
- A turn-based board game supporting four players and played until either one player remained or a key item was successfully looted and returned to a player's base.
- Turns involved multiple phases where players needed to decide on a best course of action to win, with multiple viable strategies to choose from.
- Proposed the game concept to the team and led overall development process through multiple playtests.

● Untitled Dungeon Crawler Game

MonoGame (C#)

February 12 - May 5 2020

- Academic project completed in a group of four.
- A first-person dungeon-crawling rpg with procedurally generated level layouts developed in *Visual Studio 2019*.
- Responsible for implementing the game's battle system and levelling system, along with all in-game visuals which were created in Adobe Illustrator.
- Assisted with various minor aspects of the game's development as a result of development disruptions resulting from the Covid-19 pandemic in Spring 2020.