JT Frangiosa

Education

Becker College: Worcester, MA   August 2016 - May 2020

Bachelor of Arts in Interactive Media Design Game Development and Programming
- Graduated Cum Laude in Spring 2020.
- Dean's List:
  Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2019, Spring 2020

Job Experience

Sanguine Studios   August 2019 - Current

Owner and CEO
- Offficially became an LLC in April of 2022 and led a team of 6-15 people.
- Launched our first game, Beat the Machine Rebooted onto Steam in July of 2022
- Released Beat the Machine Rebooted and its first major update to Xbox Series X/S and Xbox One in December of 2024 and April of 2025 respectively.
- Created 35 Unique Soundtracks and 175+ Gameplay Sound Effects.
- Implemented and Integrated all sounds into WWise.
- Programmed 2/5 Bosses, Player UI, Boss UI, and Player Feedback.
- Programmed the Skill Tree, which allowed for player expression and choice.
- Ran weekly stand-ups and bi-weekly sprint reviews with all team members.
- Balanced player attributes and gave clarity to the player through UI visuals.

Chick-fil-A: East Norriton, PA   December 2018 - March 2020

IT Administrator
- Edited company application for our specific locations needs.
- Created advertisements on facebook for our location.
- Managed and maintained inhouse applications during peak business hours.
- Performed troubleshooting on registers and company applications.

Kroll Bond Rating Agency   May 2017 - August 2017

Programming Intern
- Used Atlassian Jira and managed our ticketing system
- Created different inhouse plugins that met company needs.
- Conducted research on which build tool to implement across the company.

Certifications

Microsoft Certification in Software Development (C#)
- Earned in June of 2013.

Microsoft Certification in Gaming Development Fundamentals (C#)
- Earned in July of 2015.
- Earned the Title of Microsoft Technology Associate

Organizations

Becker College Esports League of Legends - Varsity Team:
- Team Captain of our Varsity Esports League of Legends Team from 2018 - 2020
- Established our Second Varsity Esports League of Legends Team in 2018.
- Member of Varsity Esports League of Legends Team from 2017-2018
- General Member of Becker Esports from 2016 - 2020.

Website:
jtfrangiosa.dev

LinkedIn:
linkedin.com/in/jtfrangiosa

Languages:

C#
C++
Java
Javascript
HTML / CSS
Visual Basic

Skills:

Unity
Unreal Engine

Atlassian Bitbucket
Atlassian Jira
Plastic SCM

FL Studio
Wwise
Pro Tools
FMOD

Adobe Photoshop
Adobe Dreamweaver
Adobe Premiere Pro
Adobe Illustrator