

# Louis D'Angelo

<https://lpd8987.github.io> | (724) 612-0567 | dangelo.louie@gmail.com

## Objective:

Interested in a full time software developer role using strong skills in programming and design.

Available May 2023 onwards

## Education:

**Rochester Institute of Technology (RIT), Rochester NY**

Expected May 2023

*Bachelor of Science, Game Design and Development*

**GPA: 3.8**

*Minor in Business Administration*

*Related Courses:* Game Development and Algorithmic Problem Solving (C#), Interactive Media Development (C#, Unity), Data Structures and Algorithms (C++), Game Design and Development I and II (C#, Unity), IGM Production Studio (C#, Unity)

## Skills:

**Programming Languages:** C#, C++, JavaScript, HTML, CSS

**Tools:** Unity, Visual Studio 2019, Axure RP, Autodesk Maya, Github, Perforce

**Operating Systems:** MS Windows

## Projects:

**Coin Collector (Academic Project)**

November 2022

- Created a web-based application featuring a simple 2D game.
- Scripted using Node JS, Express, React, and Mongo DB.
- Created a simple game utilizing an account and high score system

**Shock Lobster: Shock and Claw (Personal Project)**

September 2022 - Present

- Building survival game with a futuristic theme and momentum-based movement
- Modeling dynamic 3D assets using Blender and adding additional textures using shader graphs.

**Jello Jump (Academic Project)**

April 2022 – May 2022

- Built a 2D platformer using HTML5 canvas and Matter.js physics engine.
- Assisted with level and game design.
- Designed original detailed pixel art assets and composed thematic background music.

**Abaddon (Academic Project)**

January 2022 - May 2022

- Assisting as junior programmer on a senior capstone project hosted by ArtCenter College of Design in California.
- Implementing a modular dialogue system using C# in Unity game engine.
- Assisting leads implement fluid and satisfying movement and combat.

## Work Experience:

**Teaching Assistant RIT**

August 2021 - December 2021

*Part Time Opportunity*

Rochester, NY

- Assisted professors in grading homework assignments in a timely and efficient manner

**UX/UI Toolkit Developer RIT**

June 2021 - August 2021

*RIT Entrepreneurial Co-Op*

Rochester, NY

- Built a widget library for prototyping interfaces for the messaging application Slack using Axure RP