Louis D'Angelo

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Objective

Interested in a full-time software development position using strong skills in programming and design.
Available May 2023

Education

Rochester Institute of Technology, Rochester NY   August 2019 – May 2023
Bachelor of Science (BS) in Game Design and Development   **GPA:** 3.8
Minors in Business Administration, Italian Language

Skills

Programming Languages: C#, JavaScript, HTML, CSS, C++
Software/Frameworks: Unity, Blender, NodeJS, ReactJS, ExpressJS, HandlebarsJS, Bulma CSS, Fetch API, Redis, GitHub, Perforce, Mongo DB, Microsoft Visual Studio, Adobe Illustrator, Axure RP 10
General Skills: API Development, Design Patterns, UX/UI Design, Modeling and Animation, Leadership, Teamwork

Work Experience

Teaching Assistant   August 2021 – December 2021
Rochester Institute of Technology
- Assisted professors in grading student homework assignments for IGME 110- Introduction to Interactive Media.
- Provided feedback for short, written assignments about basic design principles as well as feedback on full websites.
- Graded assignments with an average one-week turnaround.

UX/UI Toolkit Developer   June 2021 – August 2021
Rochester Institute of Technology
- Used UX/UI design principles to develop a widget library for prototyping interfaces in the messaging application *Slack*.
- Analyzed different existing interfaces of the application to determine what components to include in the library.
- Participated in daily standups to relay progress to project manager.
- Completed the library that included over 100 custom widgets and 65 open-source icons.

Projects

Shock Lobster: Shock and Claw (Personal Project):   September 2022 – Present
- Using Unity to create a battle royale game about robot lobsters that shock each other.
- Creating assets using Blender and scripting basic AI movement and behaviors.
- Finished a challenging and fun prototype. Additional development ongoing.

An Empire of Bronze (Personal Project):   December 2022 – January 2022
- Scripted a mod for Crusader Kings 3 using Visual Studio and official modding documentation.
- Added new content including a unique culture, religion, and additional titles.
- Published the mod on Steam Workshop with 25 current subscribers.

Coin Collector (Academic Project):   November 2022 – December 2022
- Created a React application utilizing Mongo DB that simulates a web game, complete with a leaderboard and account management components.
- Successfully created a template for other web games of a similar format using PixiJS.