

# Joseph E. St. Louis III

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Milwaukee, WI

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## Education

**BS : Computer Science and Media Arts and Game Development** (3.7 GPA)

*University of Wisconsin-Whitewater*

Anticipated Graduation Date: Spring 2024

## Experience

**Blacksite Theta** - UW-Whitewater Capstone

January 2023 - May 2023

- Bring in Audio and Art Assets from the respective team and get them into the game engine (Unity) for the design team to use.
- Share game files with over eight people.
- Develop Scripts in C# for interactable items such as elevators, pressure plates, and buttons.
- Implemented Post Processing Effects for scenes such as vignette, color grading, and fog. Also manipulated lighting settings for scenes.
- Propped out levels for all of the first and last section of levels, and applied lights to all levels.

**The Light** - Independent Project

May 2022 - April 2023

- Design and plan out an entire game from story, game play, aesthetic, and target audience.
- Write a script for dialogue and diary entries.
- Create 3D models for characters.
- Create C# scripts for all Game modes and menus.
- Created a working game controller using an Arduino Leonardo Board

## Involvement

**GAMED** - UW-Whitewater Game Development Club

- President, senior year, responsible for running and planning meetings, contacting industry professionals to come talk to the club, and handling any other issues that would come up.
- Treasurer, junior year, responsible for handling all purchases for the club, and making sure the club does not go over budget.

**NHVP** - Nursing Home Visitation Program

- Coordinator, plan out activities for residents and students to participate in. Every week I would have to drive students to a nursing home and have them participate in activities.

## Technical Skills

Programming Languages: C#, C++, Java, HTML, CSS, SQL; Software: Unity, Visual Studio, Jira, Visual Studio Code, GitHub, Illustrator, Krita; File Sharing; Leadership;