

Joey Kapusta

GamePLAY Programmer

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Profile: Game Design & Development graduate with gameplay and engine programming experience

- Work:**
- MAGIC Spell Studios** - Unity Programmer Team Lead (*Oct 2015 - May 2016*)
 - Worked on *Word Wells*, a mobile game to teach literacy to adults with reading disabilities
 - Managed a development team of 3 people
 - Developed game mechanics based on educational goals
 - Programmed game prototypes in Unity C# for Android
 - RIT School of IGM** - Teaching Assistant (*Jan - Dec 2016*)
 - An assistant teaching position in web development
 - Assisted in teaching JavaScript, HTML, and CSS
 - Graded assignments and helped with coding
 - Emagination Computer Camps** - Programming Instructor (*Jun - Aug 2016*)
 - A game development and programming instructor
 - Taught classes in Unreal, Unity, GameMaker, Java, and HTML/CSS
 - Acted as a traditional camp counselor

- Projects:**
- Guildmaster** - Unreal 4, Blueprints, C++ - Gameplay Programmer, Level Designer
 - A demo dungeon for a 3D adventure game
 - Coded puzzle mechanics
 - Designed and built level
 - Shetland Engine** - C++, OpenGL - Engine Programmer
 - A shooting gallery demo showcasing a custom game engine
 - Programmed 3D game engine from scratch
 - Built shooting gallery within the engine
 - Quest** - C#, MonoGame - Gameplay Programmer
 - A 2D adventure game inspired by The Legend of Zelda
 - Programmed map loading and transitioning
 - Programmed saving and loading system
 - Programmed UI
 - Kinesthesia** - JavaScript, Node, WebSockets - Gameplay Programmer, UI Developer
 - An online 1v1 multiplayer physics game
 - Programmed physics for objects and player abilities
 - Built game UI using my custom framework
 - Designed site and wrote MVC code to serve web pages

Skills: *Programming:* C++, C#, JavaScript, Node, Java, HTML5/Canvas, CSS, OpenGL, PHP
Tools: Visual Studio, Unreal, Unity, Git, GitHub, Maya
Other: 3D math and physics knowledge, Team leadership experience, Customer service

Education: Rochester Institute of Technology - May 2017
Bachelor of Science in Game Design & Development - 4.0 GPA
Honors, Presidential Scholar, Dean's List

Courses: *Unreal Engine 4 C++ and Blueprint Development* - Game development in Unreal 4
Data Structures and Algorithms II - Engine programming in C++ with OpenGL
Game Development & Algorithmic Problem Solving II - Game programming in C#
Rich Media Web App Development II - Web app development with JavaScript/Node.js and WebSockets
Game Design & Development II - Team projects in game development from inception to playable product
Modern Board Game Design - Development of tabletop games, from first pitch to publication