

Christopher D. Angelico

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Programmer, designer, and developer of interactive experiences

QUALIFICATIONS

- Design and programming experience in the computer video game and simulation industries
- Working knowledge of programming languages: C\C++, C#, Java, Python
- Familiarity with industry standard programs: Adobe Suite, Autodesk Maya, Visual Studios, Git

EDUCATION

Moravian College, Bethlehem, PA

Bachelors of Science, Computer Science

Dean's List 2015

GPA: 3.31

Spring 2016

Lehigh Carbon Community College, Schnecksville, PA

Associate of Applied Science, Computer Game & Simulation Development

Spring 2013

Associate of Arts, Computer Generated 3D Design & Animation

Spring 2010

Relevant Projects

Nowhere (PC) 2013

A survival horror game designed by myself and five others using the Unity engine.

- Managed tasks using Microsoft Project for a group of five people comprised of both artists and programmers.
- Setup version control for project and educated team members on how to use it.
- Wrote and implemented a dynamic charging flashlight and stamina system.
- Designed the AI for enemy NPC using a state pattern.

Combo Drop (PC) 2016

A 2D puzzle game that requires players to stack shapes to reach the top.

- Ported original html game jam version of game to Unity using C#.
- Designed and implemented mechanics to diversify game play experience.
- Structured game for multiple platforms including Windows, Mac, HTML, and Android.

INTERNSHIPS

Course Games, Goleta, CA

January 2014 – May 2014

- Modelled detailed 3D replicas of devices used in the metal manufacturing industry
- Created detailed textures for each model using Adobe Photoshop
- Submitted weekly picture progress reports to management

Eweclid Inc., Los Gatos, CA

May 2013 – July 2013

- Created original animations tailored to the characters appearances
- Located and matched sounds for each animation
- Reported weekly to management on progression of project.
- Kept time records of hours worked using Microsoft Excel to send into management

WORK HISTORY

Freelance Programmer

August 2016 – Present

- Designed and implemented a character customizer for a 2D isometric Unity game.
- Programmed and designed gameplay mechanics and AI for a horror themed 2D side scrolling beat'em for mobile platforms using Unity.

Customer Service Representative

August 2007 – January 2014

Blockbuster LLC, Trexlertown, PA

- Operated register and promoted titles and services
- Trained new employees according to organizations operating procedures