Joel Shuart Galluzzo

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Skills |

Languages: C#, Javascript, C++, Haxe, HTML, CSS, SPL, Python
Technologies: Phaser, Unity, Node.js, Webpack, Three.js, Splunk, Slides, Docs, Sheets, Jira, git
Other: Game Design, System Development, Optimization Techniques, Documentation, Quality Assurance

Experience |

Workinman Interactive - *Senior Game Developer*   [April 30, 2019 − Current]
- Led the full cycle of development and game design on 12+ projects for clients including Sesame, Noggin, and Disney, on web and mobile platforms
- Created and maintained an internal Phaser engine wrapper that was widely adopted in the company by making & enhancing build pipeline efficiency and workflow tools
- Implemented various core gameplay mechanics, ensuring original intent and designs were brought to fruition, while balanced against reality of the games user experience
- Collaborated with team members to find solutions for technical and design problems around gameplay
- *Technologies:* Javascript, Phaser 3, Haxe/Flambe, C#, Unity, Three.js

Second Avenue Learning - *Unity Developer Intern*   [January 15, 2019 − April 26, 2019]
- Worked on port, focusing on usability, user experience, and optimization from mobile to Nintendo Switch
- *Technologies:* Unity, C#, Nintendo Switch, Android Studio, Javascript, HTML

Portfolio |

Peppa Pig: Hide n' Seek   [Phaser, JS, HTML5] - *Workinman Interactive*
- Created all mechanics including game loop logic, path following systems, level theme skinning system, UI systems, hint and feedback systems, and csv based level importer
- Developed RNG system to support variety in game, where selections would be random but not repetitive
- 27th Webby Awards Honoree (Family, Education, and Kids)
- https://workinman.com/peppa-pig-hide-n-seek-reinforces-spatial-relationships/

Block Star Challenge   [Haxe, HTML5] - *Workinman Interactive*
- Developed a suite of tactile and snappy minigames requiring players to complete tasks within seconds
- Implemented all UI, gameplay mechanics, timer, game flow, and hint systems
- https://workinman.com/noggin-block-star-challenge/

Castle SilVR   [C#, Unity, Windows MR/VR]
- Developed a VR game that merges traditional board game mechanics with immersive interactions
- Led development through systems development and fleshing out core mechanics for designer use
- Built core gameplay flow, allowing players to navigate menus, restart levels, and achieve win conditions through physical interactions with game pieces

The Floor is Lava   [C#, Unity, Networked Multiplayer]
- Developed set of player abilities to allow players to overcome challenging situations and race ahead
- Reiterated design goals of emulating the childlike experience while giving an actionable and flexible toolkit to players

Education |

Rochester Institute of Technology
Bachelors of Science in Game Design and Development & Minor in Psychology