JULIAN SANGIORGIO

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SKILLS _____

Languages: **C++, C#, Java, JavaScript, CSS, HTML, PHP**

Libraries: **OpenGL, SDL, OGRE, DirectX, Unity Engine, Unreal Engine, Xcode, Verse**

DevOps: **Git, Perforce, CMake, Doxygen, Plastic SCM, Github**

EXPERIENCE _____

02/2023 – Ongoing   Software Engineer (Unity - AR, VR, Mobile | Unreal Engine 5 – Console, PC)
GAME PILL · Contract Full-time   **Toronto, Ontario**

- Engineered and implemented a cutting edge side-quest system, demonstrating advanced technical outcomes in C++ programming and Blueprints. The system not only elevated player engagement but also significantly extended the overall gaming experience, highlighting the fusion of technical expertise and creative game design.
- Executed a robust coding architecture, integrating key design principles like SOLID, to create an innovative gameplay feature.
- Actively sought and integrated player feedback to iterate and improve the side-quest system, ensuring it remained engaging and satisfying for the player community.
- Demonstrated an advanced proficiency in Unreal's visual effects implementation, serving as the key architect behind all visual effects within the game.
- Attend daily scrum meetings consistently, providing insight into the current progress of tasks, sharing updates on completed assignments, and collaborating with the team to address any potential roadblocks or challenges swiftly. This proactive involvement ensures continuous alignment within the team and fosters an agile development environment.

02/2023 – 06/2023   Game Programmer (Unreal Engine 5 - Console, PC, Mobile)
Valente Productions · Contract Part-Time   **Toronto, Ontario**

- Demonstrated advanced proficiency in Unreal Engine as a Gameplay Programmer at Valente Productions, contributing to the development of a 3D volleyball game.
- Worked closely with cross-functional teams, including artists, designers, and animators to integrate ball mechanics seamlessly into the overall game design.
- Leveraged Unreal Engine's blueprint system to script and implement complex gameplay mechanics, particularly focusing on realistic ball-interactions, animations, camera control and physics.
- Created comprehensive documentation for Blueprint visual scripting, aiding in knowledge transfer and supporting future development efforts within the Unreal Engine environment.

PROJECTS _____

10/2023 – Ongoing   Co-Founder
Zorro Software Solutions   **Toronto, Ontario**

- Co-Founded Zorro Software Solutions, a startup dedicated to developing innovative software solutions for a variety of purposes.
- Leading the development of an Augmented Reality (AR) app specifically designed to enhance and complement school education curriculums.
- Established partnerships and collaborations with schools to understand their educational requirements and ensure that the AR app aligns with the curriculum.

10/2021 – 04/2022   Lead Software Engineer
Capstone Project: Space Capitalist (Unity - Mobile)

- Managed a team of engineers to develop a 3D hex-based isometric tower defense game for mobile devices.
- Communicated with team members to ensure key deliverables were met and completed on time.
- Built a procedurally generated level system for team members to easily put together new maps.
- Created a strong enemy AI framework that allows other developers to create new enemies with ease.

EDUCATION _____

04/2022   Advanced Diploma: Game Programming
George Brown College – Toronto, Ontario