

Justin Cirigliano

9 Attridge Drive
Kings Park, NY 11754
Phone: (631)-766-3934

Email: jeirigliano623@gmail.com
GitHub: github.com/cirigj
Portfolio: justincirigliano.weebly.com

Education:

Rensselaer Polytechnic Institute, Troy, NY
BS, Games and Simulation Arts and Science and Computer Science *May, 2016*

Work Experience:

Spaceout VR ~ *Senior VR Developer* *November 2016 - Present*

- Implemented gameplay systems for procedural VR rhythm game
- Designed and scripted various shaders

1st Playable Productions ~ *Seasonal Programmer* *May 2016 - November 2016*

- Assisted in creating a series of web-based games using Javascript
- Optimized VR application for GearVR headset
- Designed and implemented gameplay systems for HTC Vive port of Google Cardboard application

Projects:

World of Plankton ~ *Project Manager, Lead Programmer* *Fall 2015 - Spring 2016*

- Exploratory simulation of freshwater ecology made using Unity 3D
- Designed and implemented system for dynamically changing scale
- Designed and implemented AI for various organisms
- Organized work meetings and directed team members towards a common goal
- Developed and managed project plan

Royal Spectre ~ *Engine/Gameplay Programmer* *Spring 2016*

- Dialogue driven mystery game made using Unity 3D
- Designed and implemented custom branching dialogue system
- Designed and implemented parser for dialogue-integrated commands

Coda ~ *Programmer* *Fall 2015*

- Engine extension for Unity 3D that allows for easy integration of musical elements
- Designed and implemented system for interpreting beatmaps
- Designed and implemented extendable MusicBehaviour class
- Designed and implemented lights, speakers, and other objects for demo scene

Mages of Blight ~ *Programmer, Writer, Voice-Actor* *Fall 2015*

- Story-driven, turn-based strategy game made using Unity 3D
- Designed and implemented custom modular action system
- Designed and implemented generic A* pathfinding functionality and enemy AI
- Wrote and voice-acted dialogue for one of the protagonists
- Coordinated tasks between programming, writing, and art teams

Software Skills:

Languages: C#, Cg/HLSL, Javascript, C++, C, Python

Game Engines: Unity 3D, Unreal Engine, Pygame, Game Maker Studio

Others: GitHub, SourceTree, WebGL, Blender