Tj Yadisernia

21 fales st
Franklin, MA 02038
(508) 918-3067
tjyads@gmail.com
TjYadisernia.com
Linkedin

OBJECTIVE

Talented game designer and engineer with excellent communication skills and a released product, looking to establish myself within the game development industry, and to further improve my skills as a game designer.

EDUCATION

Fitchburg State University — *BS in Game Design, Minor in Computer Science*

December 2021

EXPERIENCE

KnobCat Games, Remote— Contract *Programmer*

2022-ongoing

- Expanded upon an already existing codebase and added on to the games framework
- Worked and expanded upon the UI, animation, data handling and gameplay features
- Refactored and commented the original codebase to improve readability
- Conducted bi-weekly dev logs to showcase work and current progress

Cramits Keep, Fitchburg — *Programmer and Designer*

2021

- Player mechanics and animation controller
- level/room generation and mechanics including transitions, level streaming and enemy spawn systems
- Tool development for simplifying level creation for the level designer
- Menu and UI systems including settings and statistic tracking
- Boss design and implementation including AI, animation controller and mechanics
- Assisted team members in releasing the game on Steam

Amazon Sortation Center, Milford — *Sorter*

2021

- Worked in a variety of stations to sort and ship packages
- Organized, prepped and loaded packages for delivery in a fast-paced work environment
- Joined in daily/monthly meetings for company standards and daily work load

SKILLS

- Unity, Unreal Engine
- C#, C++
- Github, Trello, Slack
- Team Management
- Microsoft Office Suite
- Highly Adaptive
- Multi-Tasking

ACADEMIC PROFILE

- Game Studio
- Advanced Game Design Workshop
- Game Design Workshop
- 3D Game Development
- Game Level Design
- Game Programing
- Web Development
- Computer Science I & II

Key Achievements

- Released Steam Game
- Graduated Cum Laude