

# Tj Yadisernia

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## 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 on and expanded upon the UI, animation, data handling and gameplay features
- Refactored and commented the original codebase to improve readability and performance
- Implemented networking systems using Playfab including servers/multiplayer, inventory, microtransactions and save systems
- 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

## SKILLS

- Unity, Unreal Engine
- C#, C++
- Playfab
- 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 Programming
- Web Development
- Computer Science I & II

## Key Achievements

- Released Steam Game
- Graduated Cum Laude