Joe St. Louis III

Game Developer

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Areas of Expertise

Technical Skills: C#, C++, Unity 3D, Unity 2D, Unreal Engine 5, Visual Studio, Blueprints, Jira, Github, Git, Photoshop, Steam

Professional Skills: Time Management, Leadership, Dedication, Attention to Detail, Project Management, Easy to Work With, Write clean code

EXPERIENCE

Blindspot - *Lead Programmer*

January 2024 2023 - Present

- Created scripts for all functionality of a text based game
- Brought in assets from art team
- Created Timeline and goals for development
- Worked with an outside foundation to create a game that matched their wants

Disaster City - *Blueprints Programmer, Level Designer*

January 2024

- Created blueprints for points system and interactables
- Designed Areas of interest and gameplay flow for level
- Unreal Engine 5

Blacksite Theta - *Programmer, Asset Integrator, Lighting Artist,*

January 2023 - May 2023

- Integrate All art assets in to the game (2D,3D, audio)
- Greeted scripts for interactable objects such as doors, and moving platforms
- Integrated lighting into all levels
- Created post processing
- Placed props into two thirds of the levels
- Worked with a team of over 20 people
- Unity 3D
- Steam Available

EDUCATION

University of Wisconsin Whitewater, Wisconsin Whitewater -

BS: Computer Science and Media Arts and Game Development

September 2020 - May 2024

AWARDS

President of Game Development Club of UW- Whitewater (GAMED) - 2023

Max Mallorary Scholarship

Communication Ambassador

Best in Major: MAGD

Magna Cum Laude