# NOAH M. TRILLIZIO

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## OBJECTIVE

Highly motivated, knowledgeable, innovative, and results driven professional to secure a position with your company or organization as a ***Gameplay/Program Designer, Web Designer/Developer, other key role as a Software Engineer, or as applicable***, utilizing my skills, training, expertise, education, and experience

## SUMMARY OF QUALIFICATIONS

- Over 6 years' experience through intensive classroom, project, and other training as a PC RPG and non-RPG Video Game Designer and Programmer, designing and building video games, collaborating with high-performance teams, developing and refining customized game levels and other components, solely and in coordination with team members, contributing innovative ideas for optimal visual effects and functionality, and building such games to exact project specifications

- Over 6 years' experience providing uncompromising highest standards of customer service, assisting both internal and external customers in the game design/production/education and restaurant/hospitality industries, determining scope of service requirements and preferences, developing and offering intelligent solutions customized to individual or situational needs, and resolving issues to their complete satisfaction

- Trains new employees and individuals requiring various levels of computer operations expertise, ensuring multiple proficiencies on the custom proprietary corporate or other systems, as well as for the material duties associated with roles in the restaurant/hospitality industry

- Versatile professional working in fast-paced, time-sensitive settings, handling multiple projects running simultaneously, and consistently completes all assignments/tasks on time or ahead of tightly scheduled critical deadlines

- Entrusted with keys to business establishments, as well as security systems and codes

- Strong communications, detail-oriented, analytical, math, and problem-solving skills

- Leverages technology to enhance productivity, Windows, iOS, MS Office, SQL, MySQL, proficient with Game Development Software (Unity and Unreal Engine), Project Management Software (Jira and Trello), Programming Language (C# and C++), PHP, HTML, JavaScript, CSS, Python, and more

- Works well independently or collaboratively in team environments

## RELATED INDUSTRY EXPERIENCE

05/23 – Pres.   ***Game Programming / Design Tutor***
Private Clients, Lockport, New York
- Provides beginner and advanced training to both industry veterans, as well as middle school students to develop varying programming proficiencies in C#, including for versatility with game engines, such as Unity
- Continually hones and develops new game programming and design skills to impart to students
- Maintains and updates industry programming/design knowledge, software platforms, and trends

08/22 - 05/23   ***Game Design Programmer***
Game Design Capstone Project, Bradley University, Peoria, Illinois
- Part of a 37-person final exam project, solely responsible as the only Networking and Database Programmer on the team, collaborating with all team members to achieve successful closure
- Collaborated and communicated closely with the VFX specialist to implement the majority of game effects
- Oversaw up to 5 independent testers for quality assurance interactive-play testing of all game levels for proper alignment with their intended purpose, including for Puzzles, Obstacles, and Rewards

  Accomplishments
  - ➢ Recognized and credited for developing the 3D, 1st-person, King-of-the-Hill style shooter and protagonist
  - ➢ Designed, developed and/or implemented various game-play situations based on the project's Creative Vision
  - ➢ Created a heat-map tool for tracking all movements and placements of game objects during runtime

Accomplishments *(cont.)*

➢ Created a lobby system, using a client/server model to join players and facilitate multiplayer gameplay modalities
➢ Created a log-in process program with the ability to create an account and store player data on a SQL server

08/22 - 02/23 **Researcher - Independent Study**
Prof. Owen Schaffer, Game Design Department, Bradley University, Peoria, Illinois
▪ Part of a 2-person research team, independently providing research support to the professor, who conducted and published a psychological study on participants engaged in various gameplay
▪ Selected to design an entire 2D sliding block puzzle program, including designing/producing 30 different puzzles with varying levels of difficulty, granting player eligibility to higher levels of play after achieving each lesser level of complexity
▪ Enhanced the versatility of the game to expand the usefulness of the study, creating and implementing 6 different story narratives and virtual situational scenarios in which the character could exist
▪ Created a dynamic selective difficulty system which gave players puzzles that more closely matched their puzzle-solving skill expertise
▪ Created, developed and programmed an entire cut-scene system personally providing voice articulation synchronous with crawl-text beneath the scene depiction

## PROFESSIONAL EXPERIENCE

10/16 - Pres. **Lead Busser / Dishwasher**
Tully's Restaurant, Williamsville, New York
▪ Clears tables, wiping down and disinfecting surfaces, as needed, for the popular large-chain American cuisine sports bar/restaurant
▪ Operates a commercial dishwashing machine, keeping a constant supply of clean pots, pans, etc., to kitchen staff, as well as clean dishes/silverware to server stations
▪ Trains new bussers per supervisor requests, cross-training individuals to develop multiple proficiencies as required of the position, monitoring for quality and safety, and consulting with upper management for new employee status/progress reports

08/21 - 05/23 **Sandwich Artist**
Jimmy Johns, Peoria, Illinois
▪ Greeted customers entering the restaurant and received their lunch and dinner orders, preparing sandwiches/subs quickly, to their specifications
▪ Performed cashier duties, cashing-out customers, processing credit cards or receiving cash, and returned exact change
▪ Closed the restaurant in the evening as scheduled, and performed necessary duties in preparation for next day's operations, maintaining compliance with various corporate directives/SOP
▪ Performed general cleaning in dining room and kitchen area, sanitizing surfaces as required and maintaining temperature controlled environments in compliance with Health Department regulations

## EDUCATION, TRAINING & ACHIEVEMENTS

**Bachelor of Science in Computer Science & Game Design, May 2023**
*Graduated with Honors, cum laude ▪ GPA: 3.45*
*C-Scripting ▪ Website/Game Design Process ▪ Prototyping ▪ Grey Boxing ▪ Game Flow ▪ Leadership Skills*
Bradley University, Peoria, Illinois

**Advanced Regents Diploma, 2019**
Williamsville South High School, Williamsville, New York

**Eagle Scout with Honors, 2016**
*Bronze Eagle Palm • Order of the Arrow • Accelerated Acquisition of Eagle Scout Status*
Boy Scouts of America, Erie County Chapter, Buffalo, New York