

Joseph Henry Stadolnik IV

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OBJECTIVE

Seeking a summer internship related to the fields of computer science or game development.

EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA May 2021

Bachelor of Science, Computer Science & Interactive Media and Game Development (IMGD)

GPA 3.82/4.00

Nashoba Regional High School, Bolton, MA May 2017

High School Diploma

RELATED COURSES

Algorithms

Software Engineering

Human-Computer Interaction

Introduction to Artificial Intelligence

The Game Development Process

SKILLS

Programming: Python, Java, C#, C, C++, Lua, HTML/CSS, JavaScript, GML

Software: Microsoft Office; Google Drive, Docs, Sheets, & Slides; Photoshop; Maya

Game Engines: Unity, GameMaker: Studio 2, PICO-8

GAME DEVELOPMENT EXPERIENCE

Independent Developer, Stow MA & Worcester MA, May 2017-Present

- Programmed games singlehandedly in Lua
- Created all visual and audio assets used

FUZ, Worcester, MA & Stow, MA, April-May 2019

Aurora Railway, Worcester, MA, December 2018-January 2019

I Just Wanna Land!, Worcester, MA, September 2018

- Featured at WPI's IMGD PAX Booth in May 2019

A Very Warm Fire, Stow, MA, January 2018

- Featured on the website for WPI's IMGD PAX Booth in May 2018

NULL, Worcester, MA & Stow, MA, November-December 2018

Night Fright Flight, Worcester, MA, October 2017

- Featured at WPI's IMGD PAX Booth in May 2018

Messages, Stow, MA, May-June 2017

Worcester Polytechnic Institute, Worcester MA, April 2018-Present

Wished Away, The Game Development Process, September-October 2018

- Created art and animations
- Programmed game systems in GML
- Collaborated with three other students

The Sun Seekers, Storytelling in Interactive Media and Games, April 2018

- Maintained a fictional character's social media accounts
- Created webpages using HTML and CSS
- Collaborated with over twenty other students

OTHER EXPERIENCE

- **Vice President**, International Game Developers Association WPI, WPI
- **Vice President**, Game Development Club Developers, WPI
- **Sales Floor**, Target, Marlborough MA
- **Mentor**, Hale Middle School First Tech Challenge Robotics Team, Stow MA

ACTIVITIES & PROJECTS

Moby Coastal Litter Sculpture, Worcester MA & Nantucket MA, September-December 2019

- Collaborated with 3 other WPI students to research and design an outdoor functional art sculpture that serves as a receptacle for coastal litter
- Worked closely with Nantucket Department of Public Works and Marine Mammal Alliance Nantucket
- Designed informational signage to accompany the sculpture
- Presented project singlehandedly at The Nantucket Hotel Under the Sea Seminar

GMTK Game Jam 2019, August 2019

- Collaborated with 2 peers to make a game in Unity in 48 hours
- Created all art assets

P8 Awards, December 2018 - February 2019

- Organized an online awards event recognizing PICO-8 games

Global Game Jam, Worcester Polytechnic Institute, January 2018

- Collaborated with 3 other students to make a game in 48 hours
- Co-programmed the game, focusing on the user interface and visual effects
- Created all art assets

Showcasing Games, PAX East 2018, PAX East 2019, and WPI

Pixel Dailies Contributor, February 2018-Present

AWARDS

- **3rd Place Finalist**, 2020 MassDiGI Game Challenge, 8 February 2020
- **Dean's List**, Worcester Polytechnic Institute, 28 May 2019
- **Graduated Summa Cum Laude**, Nashoba Regional High School, June 2017