# Joseph Henry Stadolnik IV

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## EDUCATION

**Worcester Polytechnic Institute (WPI)**, Worcester MA, *May 2021*
Bachelor of Science, Computer Science & Interactive Media and Game Development (IMGD)
GPA 3.87 / 4.00

### HIGHLIGHTED COURSES
Technical Game Development I & II | Digital Game Design I | Novel Interfaces
Software Engineering | Object-Oriented Analysis & Design | HCI | Introduction to AI

## EXPERIENCE

### MassDigi Summer Innovation Program – Intern
*Worcester MA | May 2020 - August 2020*

**Merge Surge** - Lead Programmer
- Developed a free-to-play game for mobile devices in **Unity** using **C#**
- Worked remotely with a team of six other peers
- Managed builds and playtesting releases

### Worcester Polytechnic Institute – Programmer & Artist
*Worcester MA | April 2018 – May 2021*

**Factory Reset**, *August 2020 – May 2021*
- Developed a first-person puzzle game for PC in **Unity** using **C#**
- Designed and implemented gameplay systems and levels
- Collaborated remotely with three other students

**Stuck in Space**, *December 2020*
- Programmed game systems & the game engine for an arcade-style game in **C++**
- Collaborated with one other student

**Wished Away**, *September 2018 - October 2018*
- Created pixel art and animations in Pyxel Edit
- Programmed game systems in **GameMaker Studio 2** using **GML**
- Collaborated with three other students

## Independent Game Developer – Generalist & Solo Developer

*Stow MA & Worcester MA | May 2017 - Present*

- Programmed, designed, wrote, and released 10+ freeware games
- Developed games primarily in **PICO-8** with **Lua**
- Created all visual assets used with Pyxel Edit & PICO-8
- Created all audio assets used with PICO-8, beepbox.co, & Audacity

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**Winterwood**, *October & December 2020*

- Implemented a tile-based 3D isometric engine in **PICO-8** using **Lua**
- Designed a short narrative experience with game mechanics utilizing a rotatable camera

**FUZ**, *April - May 2019*

- Recreated the gameplay of FEZ (Polytron Corporation, 2012) in **PICO-8** using **Lua**
- Designed and implemented FEZ-like puzzles and environments

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# ♟ SKILLS

**Programming**: C#, Lua, C, C++, Java, Python, JavaScript, HTML/CSS, GML
**Game Engines:** Unity, PICO-8, GameMaker Studio 2, Unreal
**Software**: Google Drive, Visual Studio, GitHub, Plastic SCM, Maya, Photoshop, Reaper

# ⚒ INVOLVEMENT & PROJECTS

**Vice President -** International Game Developers Association WPI
**Vice President** - Game Development Club Developers (WPI)
*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

**P8 Awards**, *December 2018 - February 2019*

Organized an online community awards event recognizing PICO-8 games
**Showcasing Games** - PAX East 2019, PAX East 2018, TouchTomorrow 2018, & WPI events
**WPI IMGD Community Discord Administrator**, *July 2019 - Present*
**Pixel Dailies Contributor**, *February 2018 - Present*

# 🏆 AWARDS

**IMGD Community Leader Award**, Worcester Polytechnic Institute, *May 2021*
**3rd Place Finalist,** 2020 MassDigi Game Challenge, *8 February 2020*
**Dean's List,** Worcester Polytechnic Institute, *17 June 2021*