ANGELO PAGLIUCA

Electrical & Computer Engineer | Game Programmer

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Profile

Electrical and Computer Engineer at Carnegie Mellon University with a minor in Game Design and Intelligent Environments. Talented programmer and developer, specialized in game engineering, game engines, software engineering and computer languages.

Languages / Expertise

Programming Languages:
C, C#, Java, Python, HTML, CSS, JavaScript.

Game Engines:
Unity.

Engineering Languages:
SystemVerilog, MATLAB.

Editing Software:
Gimp.

Spoken Languages:
Spanish, English.

Interests

Virtual Reality | Game Design | Web Dev

Web Design | Gaming | Adrenaline

Experience / Projects

apagliuca.com github.com/angelopagliuca

Battle in Wonderland – Unity | C#
Carnegie Mellon University | 2018
Programmed a fighter platformer game and learned the importance of balancing character as well as controller layout, as the whole game was run by Switch Controllers.

Split – Unity | C#
Carnegie Mellon University | 2018
Designed a 2D platformer game consisting of 3 levels including a boss fight, teaching me how players interact with screen layout and GUIs, as well as other players in a cooperative game.

Reality Computing – Unity | C#
Carnegie Mellon / Pittsburgh | 2018
Developed an app for the Urban Design Build Studio to show housing prototypes in an Augmented Reality setting to familiarize customers to the neighborhood.

Interpersonal Skills
Weston, Fl | 2017
Served in Bellini's Italian Bistro and acquired interpersonal skills allowing me to work well in a team.

Education

B.S. in Electrical & Computer Engineer
Carnegie Mellon University | May 2020

Minors in Game Design & Intelligent Environments

Relevant Courses:
Game Design, Prototyping, and Production • Reality Computing • Principles of Software Construction • Understanding Game Engines • Role Playing Games Writing Workshop • Introduction to Computer Systems • Principles of Imperative Computations • Fundamentals of Programming and Computer Science