

Francesco Galletti

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PROFESSIONAL EXPERIENCE

Virtual Reality Game Developer Intern

May 2018 - Sept 2018

Halon Entertainment - Santa Monica, CA

Wonders of the World

- Identified, fixed, and documented bugs found in player controls, gameplay and networking in Unreal Engine 4 for patch 1.0.12 of Wonders of the World
- Optimized and deployed update onto the Oculus and Gear VR stores to over ten thousand unique monthly active users

Game Developer Intern

June 2015 - Oct 2015

IBM - Cambridge, MA

Whitewater Adventures

- Installed gamified web application in IBM's Bluemix Dedicated, later awarded to be presented to IBM's CIO
- Developed back-end system to track user's progress and installed database and data communication systems in NodeJS and Cloudant
- Designed front-end systems such as leaderboards and achievements on Unity3D in order to strengthen competition among players

PROJECT EXPERIENCE

Founder & Lead Developer

Jan 2016 - Present

BlueSheep LLC

Kingdom of Nature

- Led cross functional project team of 11 to create video game demos and gamifications for investors and various clients

Project Manager & Software Developer

Aug 2017 - Dec 2017

Marist College

HereNThere

- Managed a team of five developers to deliver web application to a client for the Marist College Computer Science senior capstone course
- Implemented several third-party APIs to create an all-in-one application designed to facilitate users in organizing and planning their future road trips
- Built custom algorithm to minimize API calls and programmed features in NodeJS to support 600 concurrent users for client presentation

EDUCATION

University of Southern California - Los Angeles, CA

May 2020

Master of Science in Computer Science (Game Development)

Graduate Researcher at USC GamePipe Laboratory

Marist College - Poughkeepsie, NY

May 2018

Bachelor of Science in Computer Science

Concentration in Game Design & Programming

Minors in Cybersecurity and Games & Emerging Media

Magna Cum Laude, GPA 3.7/4.0, Dean's List 2014 - 2018

TECHNICAL SKILLS

Gameplay Programming

Agile Software Development

Object-Oriented Programming

Artificial Intelligence

Optimization

Written / Verbal Communication

LANGUAGES

C++ (Proficient)

JavaScript / HTML (Proficient)

Python (Familiar)

Java (Familiar)

NodeJS (Familiar)

C# / C (Familiar)

Swift (Familiar)

SOFTWARE

Unreal Engine 4

Visual Studio

Perforce

Git

Bash

Unity3D

Maya

Adobe Suite

PLATFORMS

Windows 10, 8, 7, XP

Kali Linux

ACCOMPLISHMENTS

Marist College 2018 Hackathon Winner

Finalist at NY Business Competition

Collegiate StarLeague US Playoffs - Esport

Marist College Letter of Commendation

Marist College CMA Excellence Award

Best Short Film - FA Festival, Fryeburg, ME