

Joseph Romanowski

josephromanowski.com

linkedin.com/in/joseph-p-romanowski/

508 446 0235

javachup@gmail.com

Skills

Knowledge and Experience in:

- Unity3D & Unreal 5 Game Engines
- Adobe Photoshop and Illustrator
- Jira and Confluence
- Entire Google Suite

Communication and Leadership Skills

Always a positive, motivated, and forward-looking attitude!

Education

Champlain College, Burlington, VT

Bachelor's of Science in Game Design

Graduated: May 2024

- Grade Point Average: 3.7
- Minor in Game Programming
- General Manager for 3 Overwatch Esports team
- Orientation Leader (Sep 2021)

Experience

Project Experience

Mid-Death Crisis – Product Owner | Technical Designer

- Project built in Unreal 5
- Collaborated with and led 15 team members
- Maintained project vision and scope
- Link to Steam Page: https://store.steampowered.com/app/2842260/MidDeath_Crisis/

High Maintenance – Scrum Master | Technical Designer

- Project built in Unity3D for the 2023 Ubisoft University Contest
- Collaborated with and led 7 team members
- Nominated for Best Technical Innovation, Best Creativity, and Best User Experience
- Won Award for Best User Experience
- Link to Itch.io Page: <https://javachup.itch.io/high-maintenance>

Work History

Peer Tutor

Champlain College -- Burlington, VT (Sep 2021 - May 2022)

- Provide academic support to peers for their math classes
- Answered any questions a student may have in statistics, calculus, 3D mathematics, and other math topics

Online Private Instructor

iD Tech Summer Camps -- Campbell, CA (Feb 2021 - Jun 2021)

- Taught various STEM subjects to young students ages 7-15 online via Zoom in a one-on-one setting
- Subjects include: Minecraft Game Design and Unity with C#