



**Joseph Pietruch**

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## ::Introduction

I am a New Media & Game Designer and Developer. I often find myself acting as a designer's developer, or a developer's designer, capable of creating and communicating in both domains. I see design and development as two sides of the same coin, where one skillset informs and reinforces the other, and I am seeking a creative developer position that makes use of both skills.

## ::Development

ActionScript 3.0 - Flash/Flex/AIR  
JavaScript & jQuery  
PHP/MySQL - CodeIgniter, AMFPHP  
Java - Android, Processing, libGDX  
C# - XNA, Windows Forms, Unity  
C++ - DX9, DX10, OpenGL  
Lua, Python

## ::Design & Arts

Photography/Videography  
2D/3D Design & Texturing  
Web & Interactive  
Motion Graphics  
Drawing & Painting  
Singing & Music Theory

## ::Software

Adobe Creative Suite  
MS Visual Studio  
XACT  
Maya  
GarageBand, FL Studio

## ::Experience

### **Kickstarter: Chain Gang Chase Summer 2013 - present**

Created a video game concept, prototype, and supporting website. Managed all aspects of design and development. Ran a successful Kickstarter campaign with the intent of hiring students to work with me on the game for May 2014 launch.

### **Lecturer: Rochester Institute of Technology Summer 2010 - present**

Responsible for lesson planning and teaching for a variety of programming and media courses.

### **Director: RIT Kids on Campus Program Summer 2010 - present**

Responsible for managing, orchestrating, staffing, and running all operations for this annual RIT summer program for 5th through 12th grade students.

### **Freelance Developer: Democrat and Chronicle Summer 2010 - present**

Responsible for development of canvas and svg data visualizations, as well as flash webgames contracted through this Rochester, NY newspaper.

### **Freelance Developer: Workinman Interactive Summer 2008 - present**

Responsible for development of several flash webgames contracted through Workinman Interactive's client, Nickelodeon. Worked with iCarly, Spongebob Squarepants, and Invader Zim IPs.

### **Lead Flash Developer: Picture the Impossible (PTI) Game - Summer, Fall 2009**

Responsible for designing and developing five webgames, each with weekly serial content. Games used as part of PTI: a Rochester-wide Alternate Reality Game leveraging newspaper, geographic, and online games and puzzles for a seven-week experience. Visit [picturetheimpossible.com](http://picturetheimpossible.com) for more information.

### **Graduate Assistant / Tutor: RIT 2008 - 2009 Schoolyear**

### **Teacher's Assistant: RIT Programming Courses 2007 - Spring 2009**

### **Student Manager: RIT Crossroads Print/Postal HUB 2006 - Spring 2009**

Responsible for operating campus print shop on nights and weekends. Digital pre-press/printing/finishing work and customer service experience.

### **Workshop Leader: RIT Kids on Campus Program Summers 2006 - 2010**

Responsible for teaching 2-week summer workshop courses in Flash programming for 5-6, 7-9, and 10-12 grade students.

### **Production Graphic Artist: WKTV Television Station, Utica, NY 2002 - 2004**

Responsible for creating evening and week-end news graphics and fullscreens, operating studio cameras, and audio mixing during newscasts at local NBC affiliate television station.

## ::Education

### **Rochester Institute of Technology - 2010**

MS Game Design & Development, Graduate Assistant

### **Rochester Institute of Technology - 2008**

BFA New Media Design & Imaging, Highest Honors

## ::References

Available upon request.