

# Andrew DiVittorio

Game Developer  
Designer  
Digital Artist



[divittorio.me](http://divittorio.me)

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Long Island, NY

## Additional Skills

Experience with **C#**,  
**Python**, and **Java**.

Highly proficient in the  
**Unity Engine**.

Highly proficient in the  
**Adobe Suite** of design  
software.

**3D modelling** and general  
**3D software literacy**.

Experience with **Agile**  
**Development** process.

Experience with **Perforce**  
and **Git**.

Efficient worker in teams,  
both in **person** and **remote**.

Strong **generalist** skills  
enable me to **understand**  
and **develop** new concepts  
quickly.

## WORK EXPERIENCE

### **Bungie Inc. - Gameplay Design Intern 2021**

A Summer internship where my responsibilities included designing, implementing, documenting, and playtesting items and character abilities for a Bungie incubator development team.

### **S.O.Y.A.N. - Graphic Design Freelancer 2018 / 2022**

A freelance Graphic design relationship where my responsibilities included engaging directly with clients and creative directors during project briefs to ensure clear communication as well as working within style guidelines to produce clear and relevant work.

## RECENT PROJECTS (Available on [www.divittorio.me](http://www.divittorio.me))

### **Vanishing Point - Programmer, Designer 2020-2022**

Vanishing Point is an experimental puzzle platformer / fps that aims to recontextualize your screen by blurring the line between 2D and 3D space. This game was developed as a Senior thesis project.

### **CloudHeads - Programmer, Animator, 3D Artist 2020-2022**

CloudHeads is a local and online multiplayer combat game with a unique stage transformation mechanic, allowing the world to adapt to the moment-to-moment actions of the players.

### **Morph-O-Grams - Programmer, Designer, 2D Artist 2021**

Morph-o-grams is an online word puzzle game that uses a new type of word transformation, the Morph-o-gram. This game features over 200 long-form puzzles, or an endless 'quick mode' for casual play.

### **NYU Multiplayer Space - Programmer, Designer, 3D Artist 2020**

The NYU DIY Multiplayer Space is an NYU sponsored independent study (built by a team of ten students and one faculty member) that aims to recreate the communal aspects of the physical NYU Game Center building in Brooklyn.

### **Collage - Programmer, 2D Artist 2020**

Collage is a multiplayer 3D environment inspired by the Sokpop Collective's game Sok-worlds. Unsatisfied with the single player experience, I took it upon myself to recreate the game and integrate the feature of online and local multiplayer rooms.

## EDUCATION

### **New York University - BFA in Game Design 2018-2022**

Sophomore and Junior Class Representative.

