

ADRIAN GILBERT RATUITA

PROGRAMMER

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Relevant Experience

- ◆ **IT Technician** (2018 – 2019) - Columbia College Chicago
Programming Tutor, Hardware and Software Troubleshooting
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Projects and Programming Experience

- ◆ **Damarjian Interactive (PC/Mobile, VR), Unity C#, Gameplay)**
 - ◆ **CheeseMancer (PC, Unreal C++, Gameplay, Basic NPC AI)**
 - Custom classes for Pawn, Character, AI controller
 - Unreal Navmesh AI, Designer-Friendly UI, Character Control
 - ◆ **Alchemy (PC, Unreal C++, Character Control)**
 - ◆ **Hide and Seek (PC, Unity C#, Character Control)**
 - ◆ **Trashbot (PC, Unity C# - Summer Gamejam 2019)**
 - Unity Navmesh, Enemy Detection AI and Behaviours
 - ◆ **Flipping Out (PC, Unity C# - Fall Gamejam 2018)**
 - Character Control, Gameplay Scripts
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Education

- ◆ **Bachelor of Science, Programming** (2017 – 2019)
Columbia College Chicago
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Other Skills

- ◆ Agile and Scrum
 - ◆ Graphic Design and Illustration
 - ◆ Motion Graphics
 - ◆ Photography and Video
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Affiliations

- ◆ **Alphalab - Student Organization (Game Developers)**
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