

Francesco Albanese

Falbanese.weebly.com

E-MAIL: Falbanese5@gmail.com PHONE: (845) 825-4651

linkedin.com/in/fjalbanese

EDUCATION

Quinnipiac University

Hamden, CT (May: 2016)

Bachelor of Arts in Game Design Development

College of Westchester

Westchester, NY (May: 2013)

Associate of Arts in Digital Media

Dean's List (2011-2013)

WORK EXPERIENCE

Looney Nights

(Co-Programmer, Co-Producer)

A Looney Spin on a micromanagement game.

Tug Or Die

(Programmer, Co-Producer)

A simple, Addictive, Tug-Of-War, Multiplayer game.

Colors

(Creator, Programmer, Designer)

A simple never ending runner designed to get very hard very quickly.

ADDITIONAL EXPERIENCE

Michael Grassia Studios (2013)

-Game development Intern

-Develop a box sliding puzzle game

GameStop (2012-2015)

-Game Adviser

-Offered knowledge of games, sold games

Camp Woodmont (Summer 2015)

-Ropes Course Specialist

-Assisted Pick Up and Drop Offs

Quinnipiac Work Study (2015)

-Computer Lab assistant

-Check printers for ink and clean white boards

SKILLS

Languages

Intermediate in: c#, JavaScript,

Basic in: HTML

Software

Intermediate in: Unity3D