

# JOSEPH PERRINO

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## EDUCATION

### Carnegie Mellon University, Pittsburgh, PA

Master of Information Systems Management

May 2022

B.S. in Information Systems; minors in Game Design and Technical Writing

May 2021

Alpha Iota Delta honoree for academic excellence and outstanding campus citizenship

## SKILLS

**Software:** C#, Java, Python, Django, HTML, CSS, JavaScript, SQL, Ruby on Rails

**Tools:** Git, Jira, Trello, Unity, Eclipse, Google Drive, Microsoft Word and Excel, iWork Suite

## WORK EXPERIENCE

### Programmer, 2020 President's Cup Cybersecurity Competition, Pittsburgh, PA

May - August 2020

- Built a government-sponsored, nationwide multiplayer game in Unity
- Developed simultaneous multi-level loading and client-server communication
- Rapidly prototyped and redesigned features to meet client deadlines and expectations

### Teaching Assistant, Multiple CMU Undergraduate Courses, Pittsburgh, PA

Jan 2019 - Present

- Provided technical support and conceptual assistance for SQL, Unity, HTML, CSS, and JavaScript in three courses with class sizes totaling over 100 unique students
- Answered student questions and provided over 120 online contributions in a class forum

### Tutor, CMU Communication Support, Pittsburgh, PA

Aug 2018 - Present

- Advised students, faculty, and staff towards improving their writing in multiple mediums
- Communicated writing concepts and learnable principles to boost future writing success

## ACADEMIC PROJECTS

### SongsWithFriends, an iOS Mobile App

Aug - Dec 2020

- Developed a multiplayer song-guessing iPhone app using Swift
- Utilized the Spotify API and SDK for real-time music playback both locally and over the Internet

### Consultancy and Development of a Web Application for NewERA412

Jan - May 2020

- Programmed a tool in Django to provide previously incarcerated citizens with 151+ resources
- Designed interactions that allowed the client to manage resources and document referrals
- Drafted weekly sprint reports and client training documentation
- Met with the client weekly to understand project needs and incorporate feedback

### Virtual Reality Game Development in Unity

Aug - Dec 2019

- Created two VR games in Unity for Windows Mixed Reality and the Oculus Rift S
- Applied playtesting feedback to repeatedly improve user experience
- Set weekly expectations and priorities with Trello and organized stand-ups

### Game Design, Prototyping, and Production using Unity

Jan - May 2019

- Worked in a team of five to build three games in Unity and C# across one semester
- Organized weekly prototypes and oral presentations on progress
- Led two projects and collaborated with the team to finalize features and address feedback

## LEADERSHIP

### Game Creation Society, Chief of Operations

Sep 2018 - Present

- Designed and programmed multiple short games in interdisciplinary teams
- Extended the club website with features including search, social media, and online play
- Increased website loading speed and cross-browser support to improve Google PageRank

### Volunteer, PSO Learning and Community Engagement, Pittsburgh, PA

2009 - 2020

- Regularly volunteered in family concerts and programs for middle and high school students
- Engaged with hundreds of concert patrons of diverse backgrounds and differing abilities, including individuals on the autism spectrum and families