

Joseph Clemente

Burlington, VT
Graphics Programmer

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SKILLS

- C++, C#, Java, HLSL, GLSL, Shaderlab
- Graphics, Gameplay Programming
- Unity, UE5, UE4, OpenGL, Vulkan
- Agile, Scrum, Git, SVN, Jira, Plastic

CERTIFICATIONS

- Introduction to Programming Using Java - Certified April 2021
- Unity Junior Programmer - Certified May 2021
- Unity Essentials Pathway - Certified May 2021

WORK EXPERIENCE

Online Instructor, Remote — *iDTech*

June 2023 - August 2023

- Collaborated with and instructed teens and pre-teens on how to make games through technologies such as Unity C#, or Godot while also teaching general computer science and coding practices and principles.

Esports Coach, Remote — *Cloud9 Training Grounds / FitGMR Training Grounds*

May 2021 - January 2023

- Instructed children ages 12-18 how to play the game VALORANT through the use of a structured curriculum.
- Collaborated with instructors and curriculum developers to establish new methods of delivering coaching material to campers which increased performance across the whole program.

Varsity Esports Player, Technical/Head Coach, and Analyst, Burlington, VT — *Champlain College*

August 2021 - PRESENT

- Supported the creation of Champlain College's first Varsity athletics program by organizing VALORANT try-outs and advising the Director of Esports on recruiting and roster selection.
- Led the Champlain College Varsity VALORANT team to the division semi-finals of the National Esports Collegiate Conference league.
- Represented Champlain College across multiple competitive leagues and tournaments to grow the college's Esports brand and gain publicity for the school to give them more prospective students.

PROJECTS

Boundless Blade | Unity | Team: 6 Members, Sole Programmer | March 2023 - May 2023

- Made tools to further production across all disciplines while maintaining my own workflow.
- Accomplished the production of more advanced mechanics which further enhanced the gaming experience.
- Demonstrated the ability to work in a collaborative team environment using Scrum and Agile while providing proper input on the skills that were needed of me.

Trochoidal Wave Simulation + Buoyancy | Unity | Team: Solo | November 2023 - December 2023

- Calculated complex Trochoidal wave algorithms into both HLSL and Shader Graph within Unity.
- Applied knowledge of materials and texture mapping to create a realistic visual representation of waves.
- Computed mathematical formulas into general code to be used for basic buoyancy calculations to make objects behave efficiently and accurately.

EDUCATION

Champlain College, Burlington, VT — *BS in Game Programming*

August 2021 - Expected: May 2025

- Currently a Junior Game Programming major at Champlain College specifying in Gameplay Programming.
- Club President: Champlain College Volleyball
- GPA: 3.444