

Ralph Damiano

Game Developer

Portfolio
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Summary

Independent game developer with a passion for creating fun and interesting mobile/web-based games in a self-motivated and organized work environment. Proficient in Java and AS3 with experience in the general game development life-cycle, app deployment and community management, efficient coding practices, performance optimization, and problem-solving. Also accomplished in artistic design and animation with Adobe Flash and Photoshop.

Projects

Please see my portfolio at rdamiano.com for more details on these and more of my past projects. Stick Nodes is my most successful app with a thriving community and constant updates to this day. Past projects/games were web-based and sold for large sponsorships. I worked as designer, programmer, and artist for all projects.

“Stick Nodes” (2014 – Present)

Java-based Android/iOS app which allows users to animate their own stickfigure movies. Utilizes the LibGDX framework and RoboVM to port to iOS. See sticknodes.com for more details.

“Trophiends” (2012)

A puzzle-platformer built in AS3 where the user must simultaneously control up to four characters and lead them to their goals. Features a level-editor with the ability for users to create and submit their own levels.

“Plunder Peril” (2014)

First game created for Android. Quick three-week project to learn the basics of Android development with the LibGDX framework.

Older Projects (2010 – 2012)

Older AS3 projects include “Defective” (shmup), “Don't Panic” (defender), “Christmas Defense” (defender), and “Weapons on Wheels” (racer).

“Weapons on Wheels 2” (2012 – 2013)

A top-down 2D racing game built in AS3 on top of the Starling framework.

Web Design (2008 – 2010)

Before developing games, I worked as a freelance web designer creating Wordpress themes for clients.

Skills

Code

Proficient with Java and ActionScript 2.0/3.0. Familiar with basic web development/Wordpress, HTML, CSS, PHP, and JavaScript. Past experience with the LibGDX framework, Starling framework, general Android development, RoboVM, and Gradle.

Programs

Skilled in Adobe Flash and Photoshop. Experience working in Android Studio, Eclipse, and Flash Builder.

Education

Bachelor of Arts in Computer Science

Western Connecticut State University (Danbury, CT) (2009 – 2013)

Relevant coursework: Object-Oriented Software Engineering, Design and Analysis of Algorithms, Computer Architecture, Computer Networks, Operating System Concepts, Computer Organization and Software, Discrete Mathematics, Theory of Computation