

Josh Caratelli

Game Programmer

References available on request

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I'm a hardworking, team oriented programmer who strives to write clean, cache friendly code. I'm always eager to learn and leverage my skills to facilitate unforgettable gameplay and narrative driven experiences.

EXPERIENCE

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| Sledgehammer Games (an ACTIVISION Studio)
Jun 2017 – present | SOFTWARE ENGINEER <ul style="list-style-type: none">❖ Call of Duty: Warzone // (XB1 PS4 PC)
Shipped early 2020, C++ LUA Python C# GSC❖ Call of Duty: Modern Warfare // (XB1 PS4 PC)
Shipped late 2019, C++ LUA Python C# GSC❖ Call of Duty: WWII // (XB1 PS4 PC)
Shipped late 2017, C++ LUA Python GSC<ul style="list-style-type: none">▪ Core engine and low-level system programming for both single and multi-player networked environments.▪ Additional engineering responsibilities with live-ops, build and title update release management. |
| Big Ant Studios
Jan 2016 – Jun 2017 | JUNIOR PROGRAMMER <ul style="list-style-type: none">❖ Rugby League Live 4 // (XB1 PS4 PC)
Shipped mid 2017, C++ LUA Python C#❖ Don Bradman Cricket 17 // (XB1 PS4 PC)
Shipped late 2016, C++ LUA Python C#❖ Casey Powell Lacrosse 16 // (XB1 PS4 PC)
Shipped early 2016, C++ LUA<ul style="list-style-type: none">▪ Ownership of audio programming, in-game UI and meta-game systems such as match objectives and statistics.▪ Additional gameplay, physics, rendering and core system tasks including resolving Microsoft XR's and Sony TRC's to ensure submission compliance. |
| Double Mercury Entertainment
Jan 2015 – Jan 2016 | FOUNDER/PROGRAMMER <ul style="list-style-type: none">❖ Smog Game // (iOS)
Shipped late 2015, UnrealScript Obj-C<ul style="list-style-type: none">▪ Co-design and implementation of all game mechanics and core systems (analytics and ad network integration) utilizing the licensee version of Unreal Engine 3.▪ Responsible for all business development related tasks as Company Director. Predominately dealt with Epic Games, Apple, PwC Australia and media outlets. |

EDUCATION

RMIT University
2015 – 2018

BACHELOR OF COMPUTER SCIENCE | 3.4 GPA (Distinction)

Completed majority of course through an accelerated high school program and concurrently studying and working fulltime in the games development industry.

SKILLS

LANGUAGES

- C/C++
- C#
- LUA
- Python

SOFTWARE

- Visual Studio
- Unreal Engine 3/4
- FMOD Studio

PM TOOLS

- JIRA
- Hansoft
- Trello

VCS

- Perforce
- Git
- Subversion