

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

Sledgehammer Games (an ACTIVISION Studio)
Jun 2017 – present

SOFTWARE ENGINEER

❖ Unannounced Project

❖ Call of Duty: WWII (Xbox One | PlayStation 4 | PC) Shipped late 2017, C++ | LUA | Python | GSC

- As a software engineer with Core Engineering, I predominately deal with core game engine and low-level system programming in both single and multi-player networked environments.
- I also maintain additional engineering responsibilities with live-ops and title update release management.

Big Ant Studios
Jan 2016 – Jun 2017

JUNIOR PROGRAMMER

❖ Rugby League Live 4 (Xbox One | PlayStation 4 | PC) Shipped mid 2017, C++ | LUA | Python | C#

❖ Don Bradman Cricket 17 (Xbox One | PlayStation 4 | PC) Shipped late 2016, C++ | LUA | Python | C#

❖ Casey Powell Lacrosse 16 (Xbox One | PlayStation 4 | PC) Shipped early 2016, C++ | LUA

- 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

❖ Smog Game (iOS) Shipped late 2015, UnrealScript | Obj-C

- 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