

Dennis Michael Perri

GAME DEVELOPMENT & MORE...

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www.invisiblescript.com

Artistic Game Developer capable of writing code and creating graphics for games for various formats, such as PCs, consoles, web browsers, and mobile phones. Passionate and inventive creator who performs all aspects of concept, design, and production of unique and eye-catching graphics and 3D models.

TECHNICAL SKILLS

3D Model | Painter | Sculptor:
Artist:
Book Writer:
Film | Photography Making:
Game Design & Development:
Graphic | Motion Editing:
Hardware | Software Repair:
Printer | Scanner:
Programming:
Sound Editing:
Video Effects Editing:
Web Design:

Autodesk Maya • Autodesk MudBox • Adobe Substance 3D Painter • Zbrush
Drawing • Visual Sequential Artist “Comic” • Digital Drawing & Painter
Essay • Storyboard • Photo • Make Book • E-book
Spotlight • Video Editor • Screen scripts • Films record • Photography
Unity • Blender
Adobe Animate • Adobe Illustrator • Adobe Photoshop • Blender
Operate system • PC • laptop • iPhone • Printer • Update Device Driver • Basic Network
Poster • Effect • Resume • Letter • Business Card • e-Poster/Advertisement
C • C++ • C# • PHP (**Future Codes:** *GIT, Javascript, Java, DSA, Python, NODEJS, MYSQL*)
Adobe Audience
Adobe After Effects • Adobe Premiere
HTML • CSS • Web Hosting

SIGNATURE COMPETENCIES

Game Design & Development • 3D Modeling | Painter | Sculptor • Animation •
Web Design & Development • Comic Artist • Film Making | Spotlight | Effect • Multimedia • Book Writer

EDUCATION

Certifications in Video Game Development/Multimedia/3D Modeling & Animation – Ohlone College, Fremont, California

Relevant Coursework:

Drawing for Animation & Games: Acquired techniques in line work, linear perspective, volumetric shading, and color theory to draw animated characters and scenes for animated presentations and computer-based gaming.

3-D Computer Modeling: Learned how to create polygonal 3D models using industry-standard modeling tools and explored the basics of materials, lighting, texture mapping, and rendering.

Visual Storytelling & Sequential Art: Became familiar with the discipline of sequential art and the various standard tools and techniques involved for composition and panel design. Worked with scripts to develop games and interactive design.

2D Game Level Design: Analyzed existing games, navigated interfaces, and manipulated basic tools to create interactive levels in the game engine editor. Learned to manipulate dynamic systems via basic scripting.

Advanced 3D Concept: Explored advanced 3D modeling techniques for organic modeling, hard surface modeling, UVW unwrapping of advanced and complex objects, and material construction and design.

DEGREES & CERTIFICATIONS

Three Certificates in: Video Game Development, 3D Model / Animation, Multimedia - Ohlone College; Fremont, CA

Relevant Projects:

Maker Fair Presentation - Virtual Reality of Video Games: Helped demonstrate an interactive virtual reality game connecting to IoT devices triggered through the gameplay, creating a meaningful interaction between the virtual and the physical world.

EXPERIENCE

Department of Social Services PCA • Care Senior Elder - ; Wallingford, CT

January 2023 – September 2023

- Take care of Elder People in there resident.

Residential Counselor • American School for the Deaf – West Hartford, CT

April 2023 - Oct 2023

- Work with Students help and mentor to Special Olympic in Stamford & Newington Ct. One-to-One Student.

Associate • People Ready - Blue True; Bristol, CT

April 2022 - Present

- Installed computers at Amazon location, ensuring systems ran smoothly and set up was as planned.