

# Dennis Michael Perri

## GAME DESIGNER AND VIDEO GAME DEVELOPMENT

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United States of America

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

<b>Game Design &amp; Development:</b>	Unity • Blender
<b>3D Model   Painter   Sculptor:</b>	Autodesk Maya • Autodesk MudBox • Adobe Substance 3D Painter • Zbrush
<b>Motion &amp; Graphics Editing:</b>	Adobe Animate • Adobe Illustrator • Adobe Photoshop • Adobe Character Animator • Aseprite
<b>Video Editing &amp; Effects:</b>	Adobe After Effects • Adobe Premiere
<b>Sound Editing:</b>	Adobe Audience
<b>Programming:</b>	C/C++ & C# Programmer • CSS • HTML • Visual Basic • Java • Javascript • PHP
<b>Artist:</b>	Drawing • Visual Sequential Artist “Comic” • Digital Drawing & Painter • Pixel Artist

### SIGNATURE COMPETENCIES

Game Design & Development • 3D Modeling | Painter | Sculptor • Animation •

Web Design & Development • Comic Artist • Film Making | Spotlight | Effect • Multimedia • Pixel Artist | Animation | Game

### EDUCATION

**Associate of Science in Game Design (Candidate) - Ct State Comm. College** - Manchester Community College; Manchester, CT  
**Associate of Science in Web Development (Candidate) - Ct State Comm. College** - Gateway Community College; New Haven, CT

#### 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.

**Associate in Occupational Studies in Design and Imaging Technology (Candidate)** - Rochester Institute of Technology; Rochester, NY

### DEGREES & CERTIFICATIONS

**Degree in Game Design (Candidate) – Ct State of Community College** - Manchester Community College; Manchester, CT  
**Degree in Web Development (Candidate) – Ct State of Community College** - Gateway Community College; New Haven, CT  
**Certificates in: Video Game Development, 3D Modeling & 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

- 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.