

# Joseph Sak

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## Objective

Get into the game development industry after graduating from Michigan State University.

## Education

Graduated Magna Cum Laude from Brighton High School

Senior for Media and Information bachelor's degree expected Graduation Spring 2021

Game Design Minor at Michigan State University expected Graduation Spring 2021

3.83 GPA in MI major.

## Work Experience

Programmer at Games for Entertainment and Learning Lab. Work with a group of other undergraduate students to create educational games to study and improve the minds of children with malaria and HIV/AIDS.

Extensive use of programming skills, collaboration and communication.

January 2020 – Present

Indigenous Games Programming. Worked creating a bead art game of Native American art. Did all the coding and most of the design.

Furthered programming and design skills.

May 2019 – August 2019

## Skills

Coding, Game Design, Communication, Leadership, Video Editing

Proficient with:

Microsoft Excel, Microsoft Word, Microsoft PowerPoint

C#, JavaScript, XML, TI-Basic

Unity, Maya, Substance Painter, Photoshop, Adobe After Effects

## Awards

Second in Michigan Industrial and Technology Education Society competition for 3D Architectural Modeling

Runner Up in Nationals for Architectural Drafting

Technical Achievement award for Programming in a 6-week competition

## Other Strengths

Friendly, outgoing, levelheaded, hard worker, cooperative, easy to work with, motivated.

## Extracurricular Activities

E-Board member for Spartasoft, Global Game Jam Site Organizer