

Glenn Dale Bartolome
glennalebartolome@gmail.com
(860)-752-3627
14 Beth Circle, Windsor, CT, 06095

OBJECTIVE

Seeking an internship to develop and apply my skills in order to prepare for a career in the Gaming Industry focusing on Level Design or Narrative Design.

EDUCATION

High School Diploma: Windsor High School

Fitchburg State University August 2021 – May 2025 • Major: B.S Game Design

• GPA: 3.2

SKILLS

Python | Java | Unreal Engine 4 | Unity | Excel | Scrum | Agile | Scripting | Narrative Design | Level Design | QA Testing | Systems Design | Maya | Photoshop | Rigging | Animation | C# | HTML | Ren'Py | Twine

ACADEMIC PROFILE

Elements of Game Design

Game Design Workshop

Intro Comm & Media Studies

Game Level Design

3D Game Development Game Narrative

Story Game Development

Advanced Game Workshop

2D Game Development

Data and Society

Game Programming

PROJECTS

- Unnamed First Person Shooter Level in Unreal Engine 4 | Winter-Spring 2023
- Unnamed Time-Travel Third Person Platformer in Unreal 4 (Group) | Spring 2023
- Mad Dash Vortex (Racing Game in Unity {Group}) | Fall 2023
- Unnamed Platformer in Unity (Group) | Fall 2023
- Night for a Fright (Script for a Ren'Py Murder Mystery Visual Novel) | Fall-Winter 2023
- Light the Way (2D Escorting Maze Game in Unity {Group}) | Winter-Spring 2024
- The Data Renaissance: Analyzing the Disciplinary Effects of Big Data, Artificial Intelligence, and Beyond Chapter: The Use of Matchmaking Data for Competitive Online Multiplayer Gaming | Spring 2023
- Ella Umbrella (Unity 2D Platformer {Group Project}) | Spring 2024

AWARDS AND HONORS

- 2021-2023 Dean's Honor List

EXTRACURRICULAR ACTIVITIES

- RPGuild 2022-Present

- Active Participant