

# Justin C. Candeloro

Senior Programmer, Game Developer, Software Engineering Manager

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## TECHNICAL SKILLS:

**Languages** - C, C++, C#, JavaScript, Perl, Java, LUA, Haxe, ActionScript, HTML5, CSS, PHP

**Platforms** - Unity, UE4, Android, iOS, Nintendo, Windows, Mac, GameMaker, Custom Hardware

**Tools** - Bug Tracking (Bugzilla, Jira), Version Control (Git, Subversion, Perforce), Jenkins Build Automation, Visual Studio, Eclipse, GDB, Various hardware debuggers, 3D Printing

**Applications** - Adobe Creative Cloud, G Suite, Microsoft Office, 3DS Max, Blender

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## EXPERIENCE:

**1st Playable Productions** **Troy, NY** **2005 - Present**

*Programming Group Manager* - 2014 - Present

- Managing a team of 15 programmers at an independent video game studio.
- Involved in all aspects of company decision making including hiring, scheduling, scoping, resource planning and team development.

*Programmer, Designer, Producer* 2005 - Present

- Authored technical design documents for team use and client review.
- Responded to client feedback and requests.
- Produced scope estimates and project schedules.
- Created company coding standard and performed rigorous code reviews.
- Used agile development methodologies.
- Created rapid development software and game prototypes
- Developed over 25 published games with publishers and licensors including Nickelodeon, Disney, Cartoon Network, D3 Publishers and LeapFrog.

**Rensselaer Polytechnic Institute** **Troy, NY** **2018 - Present**

*Independent Consultant*

- Developing a web based interactive data visualization for the Architecture Department

**Vicarious Visions** **Troy, NY** **2003 - 2005**

*Gameplay Programmer* - 2004 - 2005

*Quality Assurance* - 2003 - 2004

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## SELECTED PORTFOLIO:

- *Breathe Easy* for Android tablet, PC and Mac - Project Lead, Lead Programmer - Game suite played with an experimental breath controlled device. Aims to tackle problems from postoperative pneumonia to Cystic Fibrosis. Developing in C# and Unity; managing project; consulting on hardware prototyping.
  - Virtual reality game suite for Android and iOS (*Squeed! VR*, *Stoneage Snap VR*, *Three Little Pigs VR*, *Boxforts VR*, *Raaawr VR*) - Project Lead, Programmer, Designer -Developed in Unity using C# and Google Cardboard API. Managed the development of 5 published VR titles in concurrent production.
  - *Big Hero 6* for Nintendo 3DS - Lead Designer - Authored game design document; designed and implemented levels in 3DS Max; designed character abilities and implemented in C++
  - *Ben 10 Alien Force: Vilgax Attacks* for Nintendo DS - Lead Programmer - Developed in C++ using in-house game engine; oversaw technical development of project; created data driven system for game actor implementation.
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## EDUCATION:

**Rensselaer Polytechnic Institute** **Troy NY** **2001-2005**

- Bachelor of Science in Computer Science
  - Minor in Electronic Arts, Minor in Game Studies