

AMEDEO S. BONANNO

OBJECTIVE

To obtain a full-time position as a Programmer.

EDUCATION

Humber College Institute of Technology and Advanced Learning, Toronto
Game Programming Advanced Diploma, Honours, April 2010.

T.L. Kennedy Secondary School

Ontario Secondary School Diploma, 2005.

SKILLS

Programming Languages

- C/C++
- Java
- Objective C
- C#
- HTML, XHTML, CSS
- PHP

Libraries/API

- Cocos2D
- OpenGL
- OpenAL
- XNA
- Bullet Physics Engine
- Box2D

Other

- Windows XP, Windows Vista, Windows 7, Linux, and Mac Operating Systems
- Microsoft Word, Microsoft Excel, Microsoft Project
- Math and Physics

PROJECTS

- Published an iPhone game called, "Here Comes Santa Clause". (It is available on iTunes)
- Cell-phone game demo for Verisign – a game created using the Java ME platform.
- Final Capstone Project – a game created using C++, OpenGL, and the Bullet Physics Engine.

- Created over ten mini games for the published game, “Nightfall Mysteries: Black Heart”, developed by Vast Studios.

LANGUAGE

- English, written and oral
- Italian, oral

AWARDS AND ACCOMPLISHMENTS

Academic Award of Excellence for 2010, for achieving the highest overall honours average in the Game Programming Program.

President’s Letter at Humber College Institute of Technology and Advanced Learning, 2007-2008, 2008-2009, and 2009-2010 for achieving the highest GPA in the program.

WORK EXPERIENCE

Marc’s No Frills Grocery Store, Mississauga, Ontario

July 2006 – Present

Produce Department

Restocking fruits and vegetables, cleaning, customer service, and receiving.

Vast Studios, Toronto, Ontario

May 2011 - August 2011

Programmer (Volunteered as an Intern)

Used C++ and an “in-house” engine to create over 10 mini games.

Self Employed Game Programmer

September 2010 - December 2010

Designed, and Programmed an iPhone game (Here Comes Santa Clause)

INTERESTS

- Programming
- Video games
- Electronics
- Computers
- Games, which enhance my thinking ability
- Reading
- Music