Liam Fratturo

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PROFESSIONAL EXPERIENCE

Bernoulli Enterprise, Inc.   Milford, CT
Software Engineer   March 2017 – Present
- Integrate new medical devices with the Bernoulli real-time monitoring platform.
- Investigate and address outstanding issues in existing C# code.
- Convert and extend existing websites to the .NET Core MVC platform.
- Develop C code on Linux for cross-compilation to embedded systems.

Cult Quiet Collaborative   Boston, MA
Graphics Programmer (Unity)   January 2015 – August 2015
- Designed and implemented detailed lighting system for 2D game.
- Built custom editor for normal map asset creation.
- Collaborated with artists and level designers to include appropriate scene lighting.

State Street Global Advisors   Quincy, MA
Enterprise Software Middleware Intern   January 2014 – June 2014
- Created database statistic and inventory gathering Perl scripts.
- Updated legacy C++ code base to run on cost-effective platforms.
- Communicated efficiently with peers and remote technical teams.

PROJECTS

Super Slime Arena   October 2016 – Present
Game Developer (HaxeFlixel)
- Implement socket-based online multiplayer with NAT hole-punching.
- Expand support for complex stages with dynamic elements.
- Refresh UI and menu systems using using new assets and control methods.
- Contribute to game demoing at events including GDC, Boston FIG, and Playcrafting Boston.

Marblehead   September 2015 – April 2016
Game Developer (Unity)
- Developed NPC behavior, dialogue system, and interactable environmental objects.
- Programmed interactable and dynamic environmental objects.
- Tracked tasks and responsibilities among 6-person team through Slack, Trello.

EDUCATION

Northeastern University, Boston, MA
Bachelor of Science in Computer Science & Game Design   2016
Mathematics Minor
GPA: 3.7 / 4.0
Honors: *magna cum laude,* Honors Program
Activities: NU Game Dev Club, Peace through Play, Northeastern Shakespeare Society

COMPUTER KNOWLEDGE

Languages: C#, C++, Javascript, Python, Perl, Java
Systems: Windows, Unix
Software: Unity, Visual Studio, HaxeFlixel, Git, SVN

INTERESTS

Sci-fi & fantasy novels ▪ Shakespeare ▪ Webcomics ▪ Video game history