

Joseph T. Sandmeyer

swinestudios.com @pigrocket (650) 918 8894
joey@unconscious.com pigrocket@ucsc.edu 19 Poinsettia Ave. San Mateo, CA 94403

UX Designer — Video Game Developer

Education

UC Santa Cruz, GPA: 3.2 9/2015 - 6/2018*
Bachelor of Science in Computer Science: Computer Game Design

Aragon High School, San Mateo, CA GPA: 3.5 8/2011 - 5/2015
*expected graduation

Work Experience

Research Assistant Santa Cruz, CA UCSC Expressive Intelligence Studio 9/2015 - 4/2017

Responsibilities:

- Game Hardware CAD
- Web Design for GAMECIP database
- Game citation engine front-end
- DOOM Episode One citation

Skills Learned:

- Precise Vector Graphics
- Google Apps Script (Javascript)
- Emscripten front-end with Python
- Academic gameplay

Sales Associate San Mateo, CA

Hassett-Ace Hardware 9/2014 - 9/2015

Responsibilities:

- Customer Service & Sales
- Cutting Keys, Glass, PVC
- Paint Sales Operator
- Floor Maintenance

Skills Learned:

- Merchandising & Inventory
- Product Delivery & Assembly
- Water-based paint mixing
- Retail

Volunteer Experience

Further Confusion, San Jose, CA *Stage Ninja* (3 shows) January 16-18 2015
- Set stage equipment - Guide masked performers

Accolades

Code Day 2013 *Most Technically Challenging* “Descent into Madness” SAP Center
Code Day 2014 *Best Game* “Gun Factor” Silicon Valley
Hack SMC 2015 *3rd Place* “Reading Hub” San Mateo County

References available on request