SANDY PANIELLO

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🧑‍💻 PROFESSIONAL SUMMARY

Passionate about games with a gameplay-first mindset and over 8 years of professional development experience. Knowledgeable in the full game pipeline from concept to ship, having published a game across Steam, PS4, and Nintendo Switch, and more than 15 mobile applications. Has a strong sense of what makes exhilarating game experiences and thrives on collaboration to bring new concepts to life, and iterating on game feel. Loves building tools that enable teams to excel in creation, and teaching best practices to facilitate project success. Highly driven to learn and continually researches new technologies to stay current on toolsets and methodologies and exceed project goals.

⚔️ SKILLS

- C#
- Unity 3D
- Project Management

- Python
- Gameplay Systems
- Team Communication

- C++
- Game Tools Development
- Game Publishing

⚙️ EXPERIENCE

nour - Game Designer / Software Engineer
Terrifying Jellyfish | Saint Louis, MO

Spring 2020 - Current

- Developed prototypes during collaboration meetings with designers to capture game feel for in-game tools, and cinematic camera on keyboard and controller.
- Created mechanics for over 10 in-game tools to enhance user interaction, and logic for tool effects, such as cooking and burning when blowtorch is held over food objects.
- Worked closely with a team of artists, musicians, and designers to facilitate content creation in their respective roles.
- Coordinated with porting company to implement game features on native hardware.
- Delivered builds to publisher to show game progress, discuss feedback, and timeline.

Time Fork - Software Engineer
Rampant Interactive | Saint Louis, MO

Summer 2020 - Winter 2020

- Led development of a park wide AR application, that incorporates GPS to place objects at specified locations at Laumeier Sculpture park in Saint Louis.
- Coordinated with team to design application flow, architecture, and UI.
- Engineered core app features to establish user immersion and animate visual effects.
- Developed a mock GPS mode to provide a solution that allows non-GPS enabled devices to still participate in the experience and attain a higher viewership.
- Published application on Google Play and Apple marketplaces.

SmuggleCraft - Lead Game Developer
Happy Badger Studio | Saint Louis, MO

Spring 2013 - Autumn 2019

- Drove various gameplay mechanics from prototype to ship, including gameplay feel, and AI behaviors.
- Designed and developed various game play systems, such as crafting, procedural level generation, a level editor, etc.
- Engineered tools to facilitate workflow of technical artists and empowered them in visualizing our game world.
- Developed full networking functionality, from matchmaking to realtime 8 player racing on both PC and consoles.
- Balanced a fast paced racing game with a crafting system that allowed users to create their own unique hovercraft with over 50 different ship parts each giving different stats.
- Ported and published game on PlayStation Store, Nintendo eShop, and Steam.
- Awarded a front page feature on PlayStation Store.

🎮 FAVORITE GAMES

Hollow Knight, Final Fantasy XIV, Overwatch, Super Smash Bros, Destiny, Legend of Zelda: Majora's Mask, Animal Crossing

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