

Personal Information

+1 - 860 - 808 - 8573

contact@drewdicenso.com

www.drewdicenso.com

Social Media

LinkedIn

linkedin.com/in/drew-dicenso/

Skills

- ▶ Graphic Design
- ▶ Environmental Art
- ▶ Level Design
- ▶ 3-D Modeling
- ▶ Game Design
- ▶ HTML / CSS
- ▶ VR Development

Programs

- ▶ Unreal Engine 4
- ▶ Headus UV Layout
- ▶ Substance Painter
- ▶ Substance Designer
- ▶ Autodesk Maya
- ▶ Adobe Illustrator
- ▶ Adobe Photoshop

Education

Anticipated
Graduation - ▶ Interactive Design and Game Development | Savannah College of Art and Design
2019

Work Experience

June 2012 -
Present

Avon Volunteer Fire Department

Firefighter

- ▶ Responsible for responding to fires, accidents, and other incidents where risks are posed to life and property.

June 2017 -
September 2017

Swiss Re Corporate Solutions

Risk Engineering Summer Assistant

- ▶ Provide support for all activities related to the development of technical risk characteristics.
- ▶ Identify technical, organizational and human risk factors that contribute to losses and claims in various industries.
- ▶ Integrate the findings to enhance an online digital library of occupancy specific issues, risk quality characteristics, and loss scenarios.
- ▶ Coordinate with multiple team members in various regions to gather information needed to support findings.

June 2017 -
September 2017

Flamig Farm Inc.

Camp Counselor / Farm Hand

- ▶ Responsible for planning, leading, and implementing core and non-core programs and experience for children in a small group setting.
- ▶ Responsible for the well-being of livestock.
- ▶ General farm maintenance, vehicle and machine repair, and carpentry.

Project Experience

September
2016

Game Jame | Beneath the Surface (VR)

Lead Programmer

- ▶ Responsible for the implementation and creation of core gameplay elements, and implementing all content into a final prototype.

September
2017

Game Jame | Brobots

Lead Programmer

- ▶ Responsible for the implementation and creation of core gameplay elements, and implementing all content into a final prototype.

September -
November
2017

Live @ Five (VR)

Lead Programmer

- ▶ Responsible for collaborating and communicating with teammates to design and create gameplay elements.