

Rocky Amalfitano

GAME DEVELOPER & CREATIVE DESIGNER

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Summary

As a computer software and hardware specialist, I am driven by being given difficult tasks and working in creative and intelligent environment. My goal is to learn more about systems and help make an easier and seamless working environment for my peers and myself.

Experience

Future Duck Farmers | Project Lead **2025-Present**

- Created week/month-long development roadmaps and hosted weekly meetings for 4 developers.
- Designed user-friendly interfaces, environments, and systems.

Going, Going, Gone! | Retail Associate **2025-2026**

- Handled online orders by carefully picking products from both the sales floor and backstock, then following very specific packaging instructions.

Hexagon Side Development | Lead Game Designer **2023-2025**

- Managed a team of 11 developers, contacting them often to ask if they needed help.
- Created detailed Art Direction Documents and videos to help educate new hires.
- Designed multiple Game Design Documents from scratch.
- Coordinated regular meetings to keep the entire team's vision on track.
- Filled roles (such as programming and 3D modeling) when other peers were unable to work.

Project Star | Assistant Game Developer **2020-2022**

- Designed and 3D modeled areas and props for Project Star
- Helped edit basic programs and fill out data.
- Helped manage the community of >135,000 players and collected feedback for future updates.

Education

Macomb Community College **2022-2024**

- Graduated in 2024 with a General Studies degree.
- Learned basics of programming and Microsoft Office programs.

Michigan State University **Expected 2027**

- Will graduate in 2027 with a Games and Interactive media degree.

TestOut Network Pro Certification **2022**

Skills

- Troubleshooting
- Computer networking
- Computer hardware/software
- Knowledge of the Lua, Python, C++, HTML, and Java coding languages.
- Microsoft Office
- Adobe Photoshop
- Video editing
- Team management