

KARISMA BUSCARINO

Game Developer

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PROFILE

I have over three years of professional experience as a game developer. I have worked on various platforms, including PC, Mac, iOS, Android and web browsers. My skills include Unity3D, C# programming, 3D modelling and animation. In my previous roles I have been responsible for the development of both 2D and 3D games from start to finish. This has included everything from concept design through to coding, testing and release. I am highly creative and always looking for new ways to push the boundaries of what is possible in game development. I am confident working independently or as part of a team, and thrive under pressure whilst meeting deadlines. I am passionate about making great games that people will enjoy playing for hours on end!

LINKS

[linkedin.com/in/karismabuscarino](https://www.linkedin.com/in/karismabuscarino)

SKILLS

C++

Java

Unity3D

Unreal Engine 4

Maya or 3ds Max

Photoshop

After Effects

EMPLOYMENT HISTORY

● Lead Game Developer at Electronic Arts, FL

Mar 2022 - Present

- Developed and led the team that created a successful video game with over 1 million downloads.
- Managed a budget of \$500,000 for the development of the game.
- Hired and trained a team of 15 developers who worked on the project.
- Wrote 50% of the code for the game.
- Implemented new gameplay mechanics that improved player retention by 20%.
- Conducted beta testing with 500 players to gather feedback and make necessary changes before launch.

● Senior Game Developer at Activision Blizzard, FL

Aug 2019 - Feb 2022

- Led development of successful mobile game with 50 million+ downloads.
- Architected and implemented innovative gameplay features that increased player engagement by 20%.
- Shipped 5 AAA titles on schedule and within budget.
- Improved team productivity by 15% through process improvements and better tooling.
- Reduced engine bugs by 30% through improved testing infrastructure.

EDUCATION

Bachelor of Science in Computer Science at University of Florida

Aug 2014 - May 2019

I've learned how to design, implement, and test computer programs.

CERTIFICATES

Unity Certified Developer

Mar 2021

Unreal Engine 4 Certification

Sep 2019

MEMBERSHIPS

International Game Developers Association (IGDA)

Game Developers Conference (GDC)