

Madeline Visconte

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Site: <https://madelinevisconte.wixsite.com/mvisconte-portfolio>

Education

Fitchburg State University, Bachelor's of science

Graduated year 2024, Major - Game Design - 3.73 GPA

Experience

Peer Tutor February 2022 - 2024

Fitchburg State University

- Meet with students and help with issues they are having
- Use problem solving skills in order to help as much as possible
- Use social skills in order to remain friendly and approachable
- Mainly focused on Game Design major specific courses but also covered english

Peer Mentor August 2022 - 2024

- Attend a class for freshmen of college in order to be an experienced person for them to reach out to
- Present important college life information every week and answer any questions the students may have

Secretary of Fitchburg State University Pokemon Society August 2022 - 2024

- Be a pillar of the community within the Pokemon Society club at Fitchburg State University
- Take notes on dates, times, and things we vote on
- Coordinate with the school staff in order to book rooms and take attendance of club events

Projects

Blast N' Smash!:

Description - Fast paced speedrunning platforming FPS. You play as a cat that has a shotgun which does no damage but instead propels the player in the opposite direction. Using this as well as other mechanics such as dashing and melee attacks, the goal is to get to the end of every level as fast as possible.

Skills Used - Gameplay design | Programming | 3D modeling | Rigging | Technical Art

Link - <https://madelinevisconte.wixsite.com/mvisconte-portfolio/blast-n-smash>

More projects found on my portfolio: <https://madelinevisconte.wixsite.com/mvisconte-portfolio>

Skills

Technical Skills: Unity Engine | Unreal Engine | C# | C++ | Github | Jira | Gameplay Design

General Skills: Working with teams | Iteration | Leadership skills