

Joe Stramaglia

GAME DESIGNER AND PRODUCER

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EXPERIENCE

Synapse Games, Chicago, IL — Project Lead

AUGUST 2016 - PRESENT

- Managed a team of developers on continuous development for a live serviced game, Tyrant Unleashed, Synapse's flagship mobile title.
- Coordinated efforts across disciplines and the publisher.
- Directed sales goals, economy, feature implementation, and overall business strategy to maintain success.

Synapse Games, Chicago, IL — Game Designer

AUGUST 2014 - PRESENT

- Designed content, systems, monetization, narrative, user experience, and most other aspects of our games.
- Primarily designed for Tyrant Unleashed and Spellstone, but also assisted with design of Animation Throwdown: TQFC, Global Assault, and many unannounced projects.
- Continued this role in addition to my new role as lead of a project.

Milyli Inc, Chicago, IL — Quality Assurance Engineer

MARCH 2013 - AUGUST 2014

- Developed test cases, automation tests, and ASP .NET Apps
- Contributed to processes and help transition to agile development

Netherrealm Studios, Chicago, IL — QA Analyst

JANUARY 2013 - MARCH 2013

- Reported issues, worked with developers to fix issues, during final push to bring Injustice: Gods Among Us to gold.
- Assisted with Certification Requirements testing

OTHER EXPERIENCE

Game Developer's Conference - Associate

MARCH 2014 - PRESENT

BitBash Chicago - Volunteer Captain

AUGUST 2014 - PRESENT

DePaul University - Senior Capstone Advisor

JANUARY 2013 - PRESENT

International Game Developer's Association - Member

MARCH 2016 - PRESENT

DePaul Fundamental Research in Academic Gaming - President

MARCH 2011 - JUNE 2012

EDUCATION

DePaul University, Chicago, IL — B.S. in Game Development

Design Concentration, 2009 - 2012

SKILLS

Problem Solving
Systems Design
Monetization Design
Narrative Design
Technical Design
UX/UI Design
Level Design
Web Development
Web Design
Economic Analysis
Community Management
ISTQB Certified

SOFTWARE

SmartSVN / TortoiseSVN
Eclipse
Visual Studio
Google Docs / MS Office
Notepad++
Unity
Unreal 4
Maya
Photoshop
Javascript
PHP / MySQL
C#
JIRA
Asana
Trello