

ANDREW GENUALDI

Creative Technologist/Game Developer

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Education

2015-2017, M.F.A. Design and Technology - Parsons School of Design

2012, B.S. Neuroscience - Muhlenberg College

Employment

2017, Creative Technologist Intern - Fractal Forum NYC

- Developed an Oculus V.R. mobile application for Alzheimer therapy using Unity.

2016, Teaching Fellow - Parsons School of Design

- Taught incoming Master's students basic code practice and syntax.

2016, Lead Engineering Intern - Banana Design Lab, LLC.

- Oversaw planning, mock-ups, and prototyping of a group travel-based iOS application.

2015-2016, Freelance Graphic Designer/Technologist - Waterwell Planters

- Consulted on branding and packaging work, along with advertisements and inserts.

2012-2015, Research Assistant - Kessler Research Foundation

- NNL & TBI Lab assistant, headed multiple government granted research studies.

Exhibitions/Publications

2017, Exhibition, *Fear Sphere* - alt.ctrl.GDC

2016, Exhibition, *CrankTank* - alt.ctrl.GDC

2016, Exhibition, *CrankTank* - IndieCade East

2016, Exhibition, *CrankTank* - Milwaukee Maker Faire

2015, Exhibition, *CrankTank* - Babycastles NYC.

2014, Published Paper, *Emotional processing & correlation with cognition in TBI*. - Cognition and Emotion

2013, Presented Research, *Emotional Processing and Cognition in TBI* - NABIS Conference

2012, Presented Research *Recreational Drugs: Preference for Natural vs Artificial* - APS Conference

Accolades

2017, **IGF Award WINNER**, *Fear Sphere* - alt.ctrl.GDC Competition

2017, **Finalist**, *Fear Sphere* - alt.ctrl.GDC Competition

2016, **Finalist**, *CrankTank* - alt.ctrl.GDC Competition

2016, **Selected Invitee**, *CrankTank* - Strange Arcade Exhibit, IndieCade East

2016, **Maker of Merit Award: Visitor Engagement**, *CrankTank* - Milwaukee Maker Faire

2015, **1st Runner-up**, *Your Name in History* - A+E History Design Jam

Skills

Advanced: Photoshop CC, Unity 5.5 (C#)

Intermediate: HTML 5, CSS 3, Javascript/jQuery, Arduino, Swift 3.0, P5.js/P5Play, Node.js

Up and Coming: D3.js, C++