

# Joseph Consoli



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## Education

**Bradley University**  
**Game Design Major BS**  
**& Computer Game Technology Minor**  
Expected Graduation  
August 2022 to May 2026

## Skills

- ❖ Unity
- ❖ FMOD Studio
- ❖ Audacity
- ❖ GitHub
- ❖ Jira
- ❖ Trello
- ❖ C#, Java & Lua
- ❖ Visual Studio
- ❖ Microsoft Office
- ❖ Google Workspace

## Work Experience

*May 2024 to Aug 2024*

### **Quality Analyst, Sunset Healthcare Solutions**

- ❖ Updated all Sunset Product labels for new address and UDI compliance.
- ❖ Assisted in movement of equipment and offices for Sunset facility transfer.

*Jun 2023 to Aug 2023*

### **Warehouse Analyst, Sunset Healthcare Solutions**

- ❖ Automated picking release quantities and errors for analysis by management.
- ❖ Tracked medical supplies and purchases in the warehouse to determine cost cutting methods.
- ❖ Tracked expenses for manufacturing equipment.
- ❖ Maintained warehouse inventory and location data.

*Jun 2022 to Aug 2022*

### **Receiving Clerk, Sunset Healthcare Solutions**

- ❖ Ensured rapid inspection and unloading of all receipts.
- ❖ Received purchasing orders and input all receipts into SAP databases.

## Project Examples

*Sep 2023 to Dec 2023*

### **Game Production Project**

- ❖ Programmed beat mapping / rhythm spawning system along with beats per minute programming for rhythm-based game.
- ❖ Designed and implemented game music.
- ❖ Programmed UI elements to adjust audio.

*Jan 2023 to Apr 2023*

### **Bradley University FUSE**

- ❖ Utilized GitHub and Trello to manage tasks and cooperate with others on a larger scaled team.
- ❖ Programmed and designed UI elements in the main scene to communicate information to the player.

*Jan 26-28, 2024*

### **Bradley University Game Jam**

- ❖ Team lead for sound effects and music.
- ❖ Created ambient noises to convey a dark and haunting atmosphere.
- ❖ Utilized foley art to record realistic sound effects.
- ❖ Adjusted volume and added effects to all sound effects and voice recordings through Audacity.