

# Anthony Barranco

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## SKILLS

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**Proficient:** C++, C#, .NET 4.5, WPF, Rage, Unity, Maxscript, Java, Javascript, Perforce

**Familiar || Exposed:** Lua, Python, Unreal Engine, Maya, Assembly, HTML, CSS, VBScript, TypeScript

## EMPLOYMENT

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### Tools Programmer

*Rockstar Games – San Diego, California*

(April 2015 - Present)

- Red Dead Redemption 2
- Designed, developed, and tested company-wide and cross-project tools for build management, deployment, art, and design with and without GUIs.
- Developed and maintained automation and web services.
- Used C# .NET with WPF, MaxScript, Javascript, C++, MySQL, Python, Batch

### Network Programmer Intern

*Ubisoft – Online Team, Montreal, QC*

(January – August 2014)

- Assisted in the planning and design of core network systems for an unannounced AAA game.
- Designed, developed, and implemented a development support tool for network operations.
- Used C++, Managed C++, and C# .NET 4.0 with WPF.

### Application Developer Intern

*Ipreo – Network Operations Center, New York, NY*

(June – August 2013)

- Designed, developed, and implemented tools to streamline technology maintenance procedures.
- Reduced a manual 10 minute support process to a 4 second run time executable.
- Used C# .NET 4.0 & VBScript to interface with SQL, Windows Server 2003, & Microsoft Operations Manager.
- Shadowed the NOC team, who is responsible for supporting, monitoring, & maintaining all technology at Ipreo.

### Desktop Support Technician

*Marist College – Desktop Client Services, Poughkeepsie, NY*

(August 2011 – 2013)

- Resolved and assisted in over 300 support calls with outstanding feedback.
- Provided support in person and over the phone for faculty and computer labs on campus regarding spyware infections, blue screens, maintaining proper user privileges, as well as hardware issues for Windows and Macs.
- Communicated with faculty and staff regarding year-round hardware deployments and the backup/transferring of their personal data and programs while keeping documentation of the procedures.

### Student Partner

*Microsoft, Poughkeepsie, NY*

(October – November 2013)

- Built and published apps for Windows 8 and Windows Phone store in C# or Javascript and Construct 2
- Motivated and instructed students to realize their potential as app developers
- Interacted with Microsoft Technical Evangelists to coordinate events, workshops, and training.

## EDUCATION

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**Marist College** - Poughkeepsie, NY

Bachelor of Computer Science - Graduated January 2015

## PROJECTS/ACTIVITIES

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- **Carrot Island (Lead Programmer)** – Construct 2 HTML5 platformer video game (2012-2014)
  - Designed and implemented game mechanics, UI, and overall functionality.
  - Increased FPS performance for web browser performance by 30%.
  - Assisted in plot, level, and mechanic design as well as team management and goal orientation.
- **Clockwork (Script Programmer)** – Unity 4 cooperative puzzle labyrinth video game (2013-2014)
  - Designed and implemented random level generator and touch player controls in C#
  - Featured game at the Come Out & Play NYC Festival 2013 with Grasshopper's Round Table