

# Joel Stuart Galluzzo

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(703) 408-0750

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## Skills |

*Languages:* C#, Javascript, Typescript, C++, Haxe, HTML, CSS, SPL, Python

*Technologies:* Unity, Phaser, Node.js, Webpack, AWS, Three.js, Sheets, Jira, Git, React, Playfab, Pixi.js

## Experience |

### Filament Games - *Web Game Engineer iii*

[Aug 11, 2025 – Current]

- Sped up development on lagging project, added features, completing core mechanics, and clearing bugs
- *Technologies:* Unity, C#, Typescript, Pixi.js, Proprietary Engine

### Workinman Interactive - *Game Developer -> Senior Game Developer*

[April 30, 2019 – Aug 8, 2025]

- Led the full cycle of development and game design on 12+ projects for clients including Sesame, Noggin, and Disney, on web and mobile platforms
- Created and maintained an internal Phaser engine wrapper that was widely adopted in the company
- Implemented various core gameplay mechanics, ensuring original intent and designs were brought to fruition, while balanced against reality of the games user experience
- Collaborated with team members to find solutions for technical and design problems around gameplay
- *Technologies:* Javascript, Phaser, Haxe/Flambe, C#, Unity, Three.js, AWS, React

### Second Avenue Learning - *Unity Developer Intern*

[January 15, 2019 – April 26, 2019]

- Worked on port, focusing on usability, user experience, and optimization from mobile to Nintendo Switch
- *Technologies:* Unity, C#, Nintendo Switch, Android Studio, Javascript, HTML

## Portfolio |

### *Phaser Engine Wrapper* [Phaser, Javascript, Node.js, Webpack] - *Workinman Interactive*

- Extended base phaser engine for improved workflow and additional systems and features
- Implemented systems for skeleton animation handling, voiceovers, sound effects, scene transitions, subtitles, responsive design, localization, accessibility, asset loading, and debugging
- Developed project templates and optimized game components with workflow and optimization in mind, ultimately cleaning up code and speeding up projects significantly

### *Figgie* [React Native, Javascript, Node.js, Expo, AWS] - *Workinman Interactive*

- Maintained native mobile and web application, and added features for retention and multiplayer
- Supported live game service; managing multi-platform releases and live backend server

### *Castle SiVR* [C#, Unity, Windows MR/VR]

- Developed a VR game that merges traditional board game mechanics with immersive interactions
- Led development through systems development and fleshing out core mechanics for designer use
- Built core gameplay flow, allowing players to navigate menus, restart levels, and achieve win conditions through physical interactions with game pieces

### *The Floor is Lava* [C#, Unity, Networked Multiplayer]

- Developed set of player abilities to allow players to overcome challenging situations and race ahead
- Reiterated design goals of emulating the childlike experience while giving an actionable and flexible toolkit to players

## Education |

### Rochester Institute of Technology

*Bachelors of Science in Game Design and Development & Minor in Psychology*

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