

Justin Ignatowski

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Portfolio website: <https://jay-iggy.github.io/>

Itch page: <https://cu5tin.itch.io/>

Software Engineer and Game Developer seeking an entry-level position in the video game industry

EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA

Graduated May 2025

B.A. in Interactive Media & Game Development, Concentration in Design

GPA: 3.55/4.0

Relevant Courses: Technical Game Development I & II, Computer Graphics, Algorithms, Artificial Intelligence for Games, Computer Networks.

EXPERIENCE

Massachusetts Digital Games Institute (MassDiGI), Worcester, MA

May 2024 – August 2024

- *Lead Programmer*
 - Collaborated with five-person multi-disciplinary team in a professional environment to develop and publish the physics-based action game “Hamster Ball Blitz!” to iOS and Android within two months.
 - Utilized Miro Kanban board and Agile methodology to track goals and assess progress.
 - Programmed core gameplay systems in Unity and C#.
 - Maintained file organization, consistent programming practices, and documentation for a team of two other programmers.
 - Worked closely with artists to create art implementation pipelines for 2D animations that supported the game’s large cast of characters.
 - Provided game demonstrations at PAX East 2025 and various MassDiGI open houses.
- *Producer* *September 2023 – December 2023*
 - Organized meetings for a multi-disciplinary team improving product features for a previously published mobile game.
 - Utilized Miro Kanban board and Agile methodology to track goals and assess progress.

SKILLS

C#, C/C++, Java, Unity, Unreal Engine, GitHub, PlasticSCM, Miro, Jira

ACTIVITIES

- Vice President, International Game Developers Association – WPI chapter (January–December 2024).
 - Established new collaborative game jam to showcase the work of all club members in a single game.
- PAX East 2024 Convention
 - Organized booth for WPI’s Interactive Media and Game Development program.

PROJECTS

Sleeping with the Roaches (Unreal Engine 5)

March 2024 – April 2024

Available on itch.io, co-op 3D physics platform about two bugs bound by an elastic spider web.

- Programmed co-op characters capable of interacting with the game’s tether physics.
- Implemented animated user interface.
- Created UI stack system to simplify the management of multiple layers of UI elements.
- Created dialogue system with cutscenes.
- Presented Sleeping with the Roaches at PAX East 2025.

Dragonfly Engine (C++, SFML)

January 2024 – February 2024

Learned to program all aspects of a game engine with C++; created two console window games.

- Utilized Simple and Fast Multimedia Library for ASCII Graphics and Audio.
- Developed numerous features, including Event System (Collision, Keyboard, Mouse, Tick, Custom), Display Manager, Input Manager, Log Manager, Game Objects (Manages Sprite/Animation, Position, Physics, Collision), and easy to create UI.

Minigame Game Jam Framework (Unity)

Fall 2024 – Present

Programmed party minigame framework for the WPI IGDA chapter that allowed for a new type of collaborative Game Jam.

- Programmed multiplayer input system to interface various unconnected scenes and minigames.
- Created documentation for creating games using the framework.
- Compiled jam entries into a standalone party game.