

# Joseph Stramaglia

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## Experience

Project Lead, *Synapse Games (Kongregate)*

August 2016 - Present

- Proactively monitor KPIs and prioritize resources
- Maintain product roadmap and life cycle
- Manage development and game design

Game Designer, *Synapse Games (Kongregate)*

August 2014 - August 2016

- Established, maintained, and guided creative design
- Lead production of content for live serviced games

Quality Assurance Engineer, *Milyli Inc.*

March 2013 - August 2014

- Developed MVC architecture ASP.Net Applications

Quality Assurance Analyst, *NetherRealm Studios*

January 2013 - March 2013 (3 Month Contract)

- Analyzed, reproduced, regressed, and tracked software deficiencies using 1st and 3rd party tools

## Other Relevant Experience

Co-Founder, *Neutron Star Games Studio*, 2014 - Present

Design Lead, *DGE*, 2012

Game Designer, *Suits*, 2012

Game Design Contractor, *Caninee LLC*, 2012

Web Developer Contractor, *Freelance*, 2008 - 2013

Game Lab Technology Manager, *DePaul University*, 2010 - 2012

## Organizations and Volunteering

Conference Associate, *GDC*, 2014 - Present

Volunteer Captain, *BitBash*, 2014 - Present

Member, *IGDA*, 2016 - Present

Senior Capstone Advisor, *DePaul University*, 2013 - Present

President and Board Member, *DeFRAG (DePaul)*, 2011 - 2012

## Education

2012, *DePaul University*, B.S. in Computer Games Development  
Concentration in Design and Production

## Core Competencies

Problem Solving

Communication

Cross Disciplinary Teamwork

Analysis

Leadership

Strategy

## Skills

Technology Adaptive

System Design

Economy Design

Monetization

User Experience

ISTQB Certified (CTFL)

## Software Proficiency

Version Control

Visual Studio | Eclipse

JIRA | Asana | Trello

Google Docs | MS Office

PHP | C# | C++ | Javascript

Photoshop | Maya

## Game Credits

Injustice: Gods Among Us

Animation Throwdown:

TQFC

Large IP Unannounced

Project

Spellstone

Tyrant Unleashed

Global Assault

Castaway Cove

Various Independent Projects