

# Robert Canciello

TEL 732-586-6662 | EMAIL ROBERTCANCIELLO@GMAIL.COM

PORTFOLIO [bobbycanciello.com/portfolio](http://bobbycanciello.com/portfolio)

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Digital artist experienced in project management, 2D/3D design, and collaborative facilitation.  
Seeking a position within a small to midsize company.

## WORK EXPERIENCE

### **Game Design and Animation Coordinator, The New York Film Academy, New York, NY, February 2017 - Present**

- Coordinate and maintain the ever-shifting schedule of classes for the Game Design, Animation, and VR departments.
- Organize student and faculty materials for the purpose of marketing, on-boarding, and archival curation.
- Network with local game developers/studios to create promotional and educational events for the school and students.

### **Publishing Assistant/Consultant for “Linelight”, My Dog Zorro, North Brunswick, NJ, October 2016 - Present**

- Assist with every required step and procedure to get Linelight up and running on consoles and online distributors.
- Compile, process, and relay all pertinent information from major distributors to lead game developer.
- Support in Linelight’s bug reports, playtests, game rating qualifications, and event scheduling.

### **Teacher’s Assistant, Playcrafting NYC: Learn Unity in 8 Weeks with Kevin Harper, NY, NY, September - Present**

- Assembled biweekly recap notes and education guides for class.
- Managed the Slack group for the class and all outside meet-ups and communication for students.
- Assisted with troubleshooting and answering questions about Unity when the instructor was preoccupied.

### **Creative, Apple Inc. - Grand Central, New York, NY, December 2013 - February 2017**

- Lead and designed internal training programs for peers and external educational curricula for Apple customers.
- Facilitated in personal training sessions and public group workshops for all Apple applications.

## DIGITAL SKILLS

**Game Engines:** Unity, UDK

**Video:** Final Cut Pro, Motion

**Code:** C#, Javascript, HTML, CSS

**3D:** Maya, Blender, ZBrush

**2D:** Photoshop, Illustrator, InDesign

**Audio:** Logic Pro

## MULTIMEDIA EXPERIENCE

- Project management
- 2D, 3D, and tabletop game design
- 3D modeling, environment design, and sprite sheet layouts
- IGDA Global Game Jam participant: 2011, 2012, 2013, 2014, 2016

## EDUCATION

### **Bachelor of Art, Interactive Multimedia, The College of New Jersey, Ewing, NJ, May 2013**

- BS Interactive Multimedia/ Digital Art minor, GPA: 3.8

## LEADERSHIP & ACCOLADES

### **Co-Founder, EOS Interactive, December 2015 – Present**

### **Level Designer/Lighting Artist/UX Designer for “Don’t Look Away VR”, EOS Interactive, NY, NY, January 2017**

- Assembled and lit environments that gave atmospheric mood while also maintaining mobile VR rendering optimizations.
- Worked with the developers to establish and refine the gameplay flow and the horror experiences the user encounters.

### **Game Designer/Environment Artist for “Witchualistic”, EOS Interactive, NY, NY, January 2016**

- Awarded 3rd place in the NY 2016 Microsoft Global Game Jam
- Nominated for “Best Student Game” in Playcrafting NYC’s 16 Bit Awards.