Domenico Urso

Game Developer & Creative Coder

https://domursoportfolio.netlify.app/#work

Objective

Specialises in Game Development, UX, Programming & Storytelling. Proficient in 3D workflows, Unreal Engine, Unity, Blender, Adobe Suite. Experienced in JavaScript, C#, C++. Pursuing a placement opportunity and career in Interactive Media.

Contact

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- **University Address:** 10 Scrope Avenue, Heworth, York, Yorkshire, United Kingdom YO31 0XD

Education

2025 – Current
UNIVERSITY OF YORK
York, North Yorkshire
BSc in Interactive Media
1st in Year 1 (Averaged 82%)

2024 - 2025
COVENTRY UNIVERSITY
Coventry, West Midlands
Distinction in Art, Design & Media Practice Diploma

2022 – 2024
AYLESFORD SIXTH FORM
Warwick, Warwickshire
A* in Business Studies BTEC
A in English Language A-level
B in Design & Technology A-level *(Self-taught)*

2017 – 2022
AYLESFORD SECONDARY SCHOOL
D&T 7 | English Language 9 | English Literature 7 | Geography 7 | Business D* | Maths 5 | Chemistry 4 | Physics 5 | Biology 5 | Spanish 5

Key Skills

- 3D Modelling
- Animation
- JavaScript
- C++
- C#
- Public Speaking
- Teamwork
- Adobe
- Art / Graphics
- Unreal Engine
- Unity
- HTML / CSS

Experience

DESIGN & ANIMATION INTERN Apteco Ltd.
July 2025 – August 2025

For one month I worked on 2D animations, promotional art and overview videos for the international marketing software corporation, Apteco. I created the animated overview trailer for Orin, Apteco's AI-assistant, amongst other projects. The CFO stated on LinkedIn, 'Dom approached every task with a level of creativity, skill and professionalism that exceeded my expectations.'

EXHIBTION ORGANISER & REPRESENTATIVE
Arts & Creative Technologies at the University of York
October 2025 – Current

School of Arts & Creative Technologies representative in first year, and Interactive Media course representative in second year. In addition, Marketing & Design Committee for the York Creative Technologies Showcase 2026. I will also be involved in 2027. Involves networking, relaying feedback, creating and distributing promotional material using Industry software.

GAME DEV GROUP / GAME MAKERS GUILD NETWORKING VOLUNTEER Game Dev Group + Maximalist Ltd.
September 2024 - Current

Key member and promoter of student networking at the Game Dev Group in Leamington Spa & the York Game Maker's Guild. Discuss Interactive Media with students and industry, review project work and attend speaker sessions.

GRAPHIC DESIGNER & RESTAURANT SUPERVISOR
Il Piccolinos Ltd.
April 2021 – Current

Operate as team leader at this long-established restaurant. Training team members, operating bartending, waiting and kitchens. Reliant on empathy, communication, teamwork & leadership. Using industry software and design skills to create promotional content for the restaurant used in marketing.

Key Projects

BYRONIC: TRIALS OF THE HERO P5.JS | HTML | CSS | PHOTOSHOP
RPG/ACTION/ADVENTURE

Solo developed the Pixel Art SNES-inspired turn-based fantasy RPG Byronic. Designed and scripted a turn-based battle system in p5.js, implementing custom state machines, inventory logic, and balanced character stats. Hiro arrives in a prison realm for fraud heroes and discovers his true destiny.

THE JUDGMENT VARIABLE BLENDER | SUBSTANCE PAINTER | PHOTOSHOP
HORROR/SURVIVAL/ACTION/ROGUELIKE/METROIDVANIA

3D-rendered horror-survival title set in a dystopian future. Modelled assets, rigged and animated characters, created materials in a 3D workflow. Jet is humanities last hope against Jishu and the armies of heaven.

ENDGENIUM UNITY | BLENDER | SUBSTANCE PAINTER | PHOTOSHOP | C#
PLATFORMER/ACTION/ADVENTURE

Unity platformer game with a grind-fiction aesthetic. 3D workflow, operating game engines, scripting in C# and mechanic design. Roxy is one of the last mechanics, set on a journey to stop a corrupt societal regime.