

Gino Yannotti biography

Gino Yannotti is currently a full-time student at George Mason University. They have been working on their bachelor's in game design. They are currently a junior and are planning on graduating in the summer of 2025.

Gino has been in the work force for about 4 years. They worked in a café in Clifton Virginia where they found a lot of skills that helped with team management skills. After that they have mostly been doing freelance and independent work. They are currently working with a group of George Mason students on a major fighting game project called Soul Spark. They are also currently working on many small independent games to better help increase their portfolio and game design skills.

Besides those Gino enjoys modeling in Blender. They also enjoy drawing, editing, and programming as hobbies. Gino is excited to be in the work force and making new games and art.