JOSH SLAVIN

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Game Developer & Programmer

Game Developer and Software Engineer with education and experience in developing and programming games and applications. Broad experience base within a niche market. Excellent interpersonal communication skills, adept in working with all levels of colleagues, management, and stakeholders. Highly skilled in managing teams and projects to deliver optimal gaming and application user experience according to project objectives.

EDUCATION & TECHNICAL PROFICIENCIES

Master of Fine Arts (MFA) – Interactive Media and Design, May 2021
BECKER COLLEGE, Worcester, Massachusetts

Bachelor of Arts – Interactive Media and Design, May 2020
BECKER COLLEGE, Worcester, Massachusetts
Concentration: Game Programming
Minor: Math

C / C++ / C#
Unity Engine / Houdini Engine / Python
Game Design
Project Management / Team Management
Embedded Systems Programming
Hardware Programming (Embedded Systems Programming)
Autodesk Maya
Basic SCRUM / AGILE

PERFORMANCE HIGHLIGHTS

- Developed / programmed, finalized, and shipped multiple games with positive feedback.
- Provided leadership for teams in multiple programming projects.
- Knowledge of team management systems, including SCRUM and AGILE.

PROFESSIONAL EXPERIENCE

Unity Developer   **May 2022 – July 2022**
CLARK UNIVERSITY   **Worcester, Massachusetts**
- Worked with Unity Engine and Data Analytics tools (under NDA).

Team Lead & Lead Programmer   **September 2019 – September 2021**
MANACLYSM   **Worcester, Massachusetts**
- Led the development of a 3D Unity based card game featuring unique mechanics using AGILE methodology; facilitated concept ideation and built programming infrastructure; oversaw a team of seven developers.

Sole Developer   **August 2019 – June 2020**
FRY KING   **Worcester, Massachusetts**
- Facilitated an independent mobile research project researching psychology, marketing, and analytics of mobile games.
- Utilized mobile development toolkits and gyroscopic controls to create a unique mobile experience.
- Integrated analytics to track player retention and relevant marketing statistics.
- Programmed mobile app which uses smartphone's gyroscopic controls to cook food in a frying pan.

Programmer   **August 2018 – May 2019**
SKATERFROG   **Worcester, Massachusetts**
- Programmed an acrobatic, speed-based endless runner game (skateboarding frog) with custom physics engine for PC; consolidated code between individual programmers
- Reached #5 on free and trending games in February 2020 on Steam, a gaming platform with 90+ million users.

Programming Intern   **Summers 2018 & 2019**
INMOTION SYSTEMS / HITTRAX REMOTE   **Northborough, Massachusetts**
- Facilitated an independent Unity project to create a remote application which received and displayed metric data over wi-fi from main application HitTrax.
- Prepared the project for Android/iPhone release.

Public Relations Associate   **April 2017 – December 2017**
BECKER ESPORTS   **Worcester, Massachusetts**
- Coordinated event planning, fund raisers, and social media outreach functions for professional gaming teams.
- Recruited players for League of Legends and Overwatch teams.

LANGUAGE PROFICIENCIES

- Conversationally fluent in Russian
- English