JOSH SLAVIN | Software Engineer & Game Developer

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Education

Graduate Certificate Program — Web Application Development   **Graduated December 2023**
Boston University, Boston, Massachusetts

Master of Fine Arts — Interactive Media and Design   **Graduated May 2021**
Cumulative GPA: 4.0
Becker College, Worcester, Massachusetts

Bachelor of Arts — Interactive Media and Design   **Graduated May 2020**
Concentration in Game Programming, Minor in Math
Cumulative GPA: 3.8
Becker College, Worcester, Massachusetts

Skills

Languages: C#, C++, C, Javascript, Typescript, Python, HTML, CSS, R , SQL, MongoDB
Frameworks: React, Angular, Node.js, Express, jQuery, Bootstrap, Django, ASP.NET, Vue.js
Tools: Unity Engine, Git, Autodesk Maya, Blender, Houdini Engine, Plastic SCM, Adobe Photoshop + Illustrator
Other Skills: Project/Team Management, Game Design, Embedded Systems Programming, Teamwork

Experience

Team Lead, Programmer — Murdeer   **January 2025 — Present**
- Led team of 3 other developers to create a first-person shooter with the theme "power" for the Big Mode Game Jam
- Created custom A* pathfinding algorithm, enemy AI, level design, bug fixing, polish and handled game release
- Ranked #83 in fun out of over 800 entries

Freelance Web Developer — Accipitrade Labs   **December 2023 — Present**
- Designed and developed responsive, user-friendly static and dynamic websites for various industries
- Implemented SEO best practices and SSG for pop-up event websites and other clients, boosting visibility 10-30%
- Engineered custom analytics tools and robust backend solutions with Node.js and Express, including DB management

Team Lead, Lead Programmer — Manaclysm   **September 2019 — September 2021**
- Led team of 8 developers in the creation of a 3D Unity based card game
- Facilitated concept ideation and created/implemented programming architecture using Abstract
  Factory and Decorator OOP design patterns
- Optimized and refactored codebase, implemented Mirror library for local and online play

Sole Developer — Cooking King   **August 2019 — June 2020, Nov 2023 — Feb 2024**
- Independent mobile research project focusing on the psychology and marketing of mobile games
- Created a mobile app in Unity Engine utlizing smartphone gyroscopic controls
- Implented custom data analytics with scaleable Express server backend

Programmer — Skaterfrog   **August 2018 — May 2019**
- Programmer on a team working on a speed-based endless runner game with custom physics engine for PC
- Reached #5 on free and trending games in February 2020 on Steam, a gaming platform with 90+ million users

Programming Intern — InMotion Systems LLC.   **Summers of 2018 & 2019**
- Independently revamped legacy application to leverage newer Unity features, as well as modified existing
  behavior and UI to meet user/client needs
- Used TCP/UDP protocols to transmit data from main application to remote application in development
- Prepped app for Google Play Store/Apple Store release