

JOSH SLAVIN

Software Engineer &
Game Developer

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Education

Graduate Certificate Program — Web Application Development
Boston University, Boston, Massachusetts

Graduated December 2023

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

Graduated May 2021

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

Graduated May 2020

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

Freelance Web Developer

December 2023 — Present

- Designed and developed responsive, user-friendly static and dynamic websites for various industries
- Implemented SEO best practices for pop-up event websites and other clients, boosting visibility 10-30%
- Engineered robust backend solutions with Node.js and Express, including API and DB management

Clark University — Unity Developer

May 2022 — July 2022

- Worked in Unity Engine to add data analytics to an existing VR game (under NDA)
- Collaborated with other developers to add new and retrofit existing features
- Used Snowflake API and Unity Data Analytics to send data to servers

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, May 2023 — Present

- Independent mobile research project focusing on the psychology and marketing of mobile games
- Created a mobile app in Unity Engine utilizing smartphone gyroscopic controls
- Implmented 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/App Store release