

# JOSHUA BARD

Email: [jbarddesign@gmail.com](mailto:jbarddesign@gmail.com) | Phone: (250)897-2805 | LinkedIn: [in/joshua-bard](https://www.linkedin.com/in/joshua-bard) | Website: [bardstory.wordpress.com](https://bardstory.wordpress.com)

## Relevant Skills & Qualifications

---

- Programming: C++, C, Java, Python, SQL PowerShell, HTML, CSS
- Applications: Git, Github, Perforce, Local Server Management,
- Certifications: Computer Information Systems, Dual Dogwood
- Data Management: Power BI, Power Apps

Languages: English-Native Language, French – Fully Bilingual

## Education

---

### Athabasca University

Bachelor of Science in Computing and Information Systems

Graduated: April 2025

## Work Experience

---

### TempleStarr Studios

Vancouver, Canada

Independent Contractor: Game Developer Unreal Engine

February 2024-Present

- Led a team of 5 developers to implement core gameplay mechanics in C++ and Blueprints.
- Managed the team's Github, ensuring version stability, backups, and smooth collaboration.
- Integrated assets from the art department with technical and non-technical team members.
- Researched and implemented plugins, documented workflows, and maintained project timelines.

### Project Human City

Toronto, Canada

Lead Game Architect

March 2024-January 2025

- Directed the development of a community-driven game in Unreal Engine, focusing on an MVP that demonstrated core mechanics and player engagement.
- Led a cross-functional team of developers and artists, fostering collaboration between technical and creative departments to ensure a unified vision.
- Architected scalable gameplay systems in C++, balancing performance, flexibility.
- Streamlined documentation and production workflows.

### InsanityCorr Studios

Toronto, Canada

Junior Game Developer Unreal Engine

Sept 2023-April 2024

- Developed a dynamic electricity system and movement system in Unreal Engine
- Optimized performance and debugged lighting systems to maximize rendering and frame rate.
- Collaborated with senior developers to refine world tools such as implementing PCG terrain.
- Worked to improve overall user experience with considerations for UI/UX.

## Projects

---

### Farm2Table – Unreal Engine Developer (Single Player Game)

- Designing and developed core gameplay mechanics and settings using Blueprints and C++.
- Implemented inventory, crafting, and farming systems, enhancing player progression.
- Optimized performance and debugged AI behaviors for a smoother user experience.

## Server Management

- Setting up and maintaining dedicated servers for game development and web applications.
- Managing server security, backups, and database performance to ensure reliability.

## Custom Website Development

- Developed an interactive website, with backend services and database management.
- Optimizing performance, SEO, and security for a scalable and efficient web platform.