

Joshua Holland

Commandermartin.github.io | LinkedIn.com/in/joshuadaleholland | joshuadaleholland@gmail.com | Forsyth, GA 31029

Technical Skills

Game Design and Development (Unity3D)
HTML/CSS3/PHP/JavaScript/SQL
3D Modelling (Blender)

C# Programming (Visual Studio)
Java Programming (Netbeans)

Education

Middle Georgia State University (MGA) GPA: 3.97/4.00
Bachelor of Science, Information Technology Graduation: May 2018
Concentrations in Game Design and Development and Information Assurance and Security

Presentation

Best Student and Faculty Paper 2016 Southern Association for Information Systems Conference St. Augustine, Florida | Spring 2016

Honors

Summa Cum Laude | Spring 2018
Alpha Iota Mu (AIM) Society | Spring 2018
President's List Scholar | Spring 2017
Experiential Learning Graduate | Spring 2018
President's List Scholar | Fall 2018

Experience

Team Lead Unity C# Programmer | Space Dwarves Entertainment LLC | March 2019 – Ongoing

- ❖ Designed, developed, and debugged various gameplay systems, packages, and plugins including a character creation system, level editor system, and multiplayer system.
- ❖ Managed team of programmers and coordinated tasks and goals with project manager.

Lead Unity C# Programmer | Special Topics Class/ Hobby | Fall 2018 – March 2019

- ❖ Analyzed requirements, designed, and developed a 3D, horror game, titled *Lost Souls' Arcade*, initially as a project for a course with another student. Upon graduation, the project was completed.

Co-lead Front End Web Developer | Senior Capstone Class | Spring 2018

- ❖ Analyzed the requirements, design, and development of a new business website for pro-bono lawyers.
- ❖ Co-developed a shared schedule for the development team; project completed ahead of schedule.
- ❖ Co-led frontend development team and helped members when needed
- ❖ Assisted backend development team (e.g. testing, bug fixing code) when frontend work concluded

Lead Unity C# Programmer | Special Topics Class | Spring 2018

- ❖ Designed and developed a 3D, adventure game, titled *Western Wildlands*, over the course of the semester. Afterwards assisted in dividing and distributing the objectives to the other students and ensuring integration of their sections into the Codebase of the game.

Unity C# Programmer | Special Topics Class | August 2015 – August 2017

- ❖ Developed an educational game, titled *Tesla's Revenge*, in an industry setting for MGA's Library focused on information literacy and student engagement.
- ❖ Served as a panelist at GA International Conference on Information Literacy | Savannah, GA | 9.25.15
- ❖ Co-presented *Tesla's Revenge* along with its goal to attending conference guests
- ❖ Co-authored, "Tesla's Revenge: A 2D Educational Adventure Game for Information Literacy and Student Engagement," Association for Information Systems Electronic Library (AISel), 2016
<https://pdfs.semanticscholar.org/8e79/efcb7fdbc7e19b8ec0697b4a413a59d39fb5.pdf>

Computer Service Technician | July 2008 – Ongoing

- ❖ Collaborated to provide technical support for a group of residents in Toccoa, Georgia. Tasks included initial configuration of the computers, addition of peripherals, and installation and configuration of software.