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Justin Balsbaugh
SOFTWARE ENGINEER

Skills

Programming Languages: Java (5 years), C# (4 years), HTML, **JavaScript**, **CSS** (3 years), **Python** (2 years), C++ (1 year), SQL, SQLite (1 year), **PHP** (1 year)
Frameworks & Tools: Git, **Jira**, React, WinForms, Xamarin

Other: Game Development (Unity), **Agile**, Video Editing (DaVinci Resolve), Audio Engineering (Audacity)

Work Experience

Software Developer | DeltaOne Software
Mar 2025 - Present
- Developed a robust label printing application in **C#** to help vendors comply with new food standards
- Engineered a modular system supporting both **SQL** and **SQLite** connections
- Collaborated with internal team using **Git** and **Jira** to coordinate tasks and ensure smooth version control

Software Developer Intern | DeltaOne Software
Aug 2023 - Dec 2023
- Debugged and resolved issues for a faulty application and improved documentation
- Created custom Bluetooth pairing specific to RFID reader needs
- Developed a scalable settings interface compatible with multiple RFID models

Temp AVL Technician | Biola University
Aug 2021 - Jan 2023
- Set up and mixed audio for live events with speakers and bands
- Led teams in setting up and tearing down stages
- Worked with team to set up campus-wide events

Projects

Acropalypse | Lead Developer
Jan 2023 - Jun 2025
- Designed and developed a complete twin-stick 2D shooter game in Unity with **C#**, currently preparing for launch on Steam
- Built full game systems including combat mechanics, enemy AI, audio mixing, and level progression
- Designed and developed all user interfaces, ensuring functionality for any device
- Conducted playtesting sessions and iterated on game design based on user feedback

Home On The Road | Gameplay Engineer
Jan 2025 - May 2025
- Led group in a semester-long 3D **Unity** food-themed survival game inspired by Lethal Company
- Designed and implemented the inventory system, player movement, and food mechanics
- Filled development gaps by adjusting UI, creating basic 3D models and sound effects

Game Jams & Personal Projects
Aug 2019 - Present
- Built and released multiple small **Unity** games alongside teams for weekend competitions
- Released Plat404mer, a minimalist platformer written in **JavaScript** with 55 handcrafted levels

Education

California State Polytechnic University, Pomona
Pomona, CA
Bachelor of Science in Computer Science
May 2025
Cumulative GPA: 3.85