

# Josh Dovishaw – Programmer

## Profile

- Optimistic, hardworking self-starter and a fast learner.
- Experience developing games and applications for a wide variety of platforms.
- Experience creating full-stack web applications using cutting edge tools.
- Bachelor of Science in Game Software Development

## Programming Language Experience

ActionScript 3, Assembly, C#, C++, Java, JavaScript, Objective-C, PHP, Ruby, Swift, TypeScript

## Framework & Tool Preference

Asp.NET, Aurelia, Azure, Dotnet Core, Git, Gulp, PhaserJS, Unity3D, Visual Studio, VS Code, Xamarin, Yarn

## Interests

Cross Platform Mobile, Game Software, Mixed Reality, Robotics/IoT/Home Automation, Web Applications

## Professional Experience

### **Xcelerate Media**

Dublin, OH

December 2012 – Present

#### *Lead Programmer*

- Wrote code for interactive instructional material used in courseware.
- Designed and developed games to reinforce learned material.
- Created a custom container and set of APIs for cross platform e-learning material.
- Built custom enterprise and sales team focused apps for mobile and web.
- Enforced courseware compliance with e-learning standards (AICC, SCORM, xAPI).
- Designed and developed modern Learning Management Systems in a microservices architecture
- Created and maintained a suite of internal productivity tools.

### **Qwikmind & GoGo Mongo (Virtual)**

April 2010 – June 2013

#### *Chief Technical Architect*

- Created educational and healthy eating games for the iPhone using Objective C and XCode.
- Bay Area Startup Weekend April 2010 Competition Winner.

### **Forever Interactive LLC (Virtual)**

<http://foreverinteractive.com/>

December 2009 – December 2011

#### *Programmer*

- Worked on a team to create a massively multi-player online game in HeroEngine.
- Wrote Matchmaking Algorithms for Hero and Torque Scripts.
- Created weekly patches using NSIS to distribute builds to other teams.
- Created a database for host user game accounts and related information using MySQL.
- Wrote PHP code for Fantasy Stock Broker (<http://www.fantasystockbroker.com>).

### **Freelance Developer**

- Design, development, and consulting services for games, applications, and web sites.

## Interactive Time

<http://interactive-time.com>

April 2012

### Web Developer

- Designed and implemented Interactive Time website using HTML and CSS.
- Launched social pages on Facebook, Google+, Twitter, and Blogger.
- Configured company email and newsletter.
- Offered marketing advice.

## Education

Bachelor of Science in Game Software Development

Westwood College Anaheim, CA

July 2012

**Coursework:** Advanced programming in C++ and C#, Software Development Life Cycle, Software Maintenance, Asset Management, Software Documentation, Game Engine Design, Artificial Intelligence, Software Requirement Roles, Advanced Math & Physics, Basic Business Principles, and Basic Communication Skills

**Experiences:** Networked with industry professionals at yearly mixer events. Attended optional weekend workshops to learn Flash, Linux, Electronics, and Databases.

**Westwood Flash Game Competition:** Competed in two Flash Game competitions as Lead Programmer on a team of 7.

## Activities & Achievements

### FIRST Robotics Team #291

Erie, PA

October 2004 – July 2007

- Engineered and wrote C code for large robots on a team for yearly competition.
- Co-administrator of the team website until 2006 (<http://team291.org>).
- Made it into the regional finals two years in a row to compete on an international scale.

### NWPA Collegiate Academy

Erie, PA

November 2006 – June 2007

- Computer Science Valedictorian
- Modified public grade database for the school website using PHP.
- Tutored fellow classmates in math, science, and IT.