Joshua Wilson

(+1) 469-615-1828 | joshuachristianwilson@gmail.com | https://josh-wilson.dev/ | GitHub : Josh Wilson | LinkedIn : Josh Wilson

SKILLS

Professional development experience in: *C#, C++, Java, JavaScript, TypeScript, Visual BASIC, Python*
Experience in working in following engines: Unity, Unreal, Source, Gamemaker Studio, Godot

EXPERIENCE

Harris Govern

Software Developer *June 2020 - Present*
- Developed software solutions by gathering and analyzing client and business analyst requirements.
- Wrote clean, professional and easily extendable code based on designs.
- Resolved bugs and refactored large portions of multiple products.
- Familiarity with AGILE development methodologies and experience participating in scrum meetings.
- Consistently received positive performance evaluations from managers.

Thriving Ventures

Lead Gameplay Programmer (Contract) *July 2022 - Present*
- Led the design and development of a large game project, creating an overarching design that outlined both gameplay systems and software architecture.
- Proactively sought feedback from team members to optimize workflow and increase efficiency.
- Wrote professional, efficient and timely code that implemented gameplay systems.
- Experience in leading and coordinating with cross-functional teams.

Eagle One Development Team

Lead Designer and Project Manager (Volunteer) *May 2021 - July 2022*
- Successfully designed and implemented a range of gameplay features including AI systems, weapons, and more.
- Collaborated closely with members of the team, including designers and artists, to drive feature development and refinement.

PROJECTS

Netscape Cybermind (Demo) *December 2018*

An action packed high-octane FPS inspired by Half-Life where you play a hacker traveling through cyberspace in the late 90s.

Blind Date *February 14th 2019*

An emotional indie horror game about depression, loneliness, and anxiety. Released to Steam and reviewed and played by several well known content creators.

Perception Engine *December 2022*

An open source, out of the box Unity framework intended to eliminate boilerplate in all aspects of game development. This includes everything from asset management to Entity, AI, and pawn systems.

EDUCATION

Eastern Florida State College

Associates of Arts *January 2018 - December 2019*

University of North Texas

Bachelor's of Computer Science *September 2020 - December 2023*