Joshua Cotton

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SKILLS

Programming Languages
C#
C++
HTML

Applications
Unity
Unreal Engine 4
Perforce
Visual Studio
Git

EDUCATION

Academy of Interactive Entertainment June 2023

Associate of Occupational Studies Game Programming
Experience coding with C# and C++, as well as using game engines such as Unity and Unreal

PROJECTS

Mike And Chip   Feb. 2023 - June 2023

A 3D platformer where you use your companion Chip to explore the environment. I worked with a team to create this project in Unreal Engine 4. I worked on most of the general mechanics of the game that utilize chip, such as using chip as a bounce pad, gliding with chip, as well as using chip to open doors and move platforms.

Dead Man Jack   May 2022 - June 2022

An arcade style game where you defend your heart from waves of the undead. You can also grab and absorb the powers of enemies. I worked in a small group to create this game in Unity. I mainly worked on enemy behaviors, as well as general game management.