JOSHUA COTTON

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SUMMARY

I am a Game Programmer with 2 years of experience with C# and C++, including working with engines like Unity and Unreal. I worked with multiple teams to create smaller scale games. In these games, I mostly worked on AI, but also helped with more general gameplay mechanics.

EDUCATION

Academy of Interactive Entertainment   Aug. 2021 - Current
Associate of Occupational Studies Game Programming 2023
Experience coding with C# and C++, as well as using game engines such as Unity and Unreal

PROJECTS

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.

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.