

Justin Acosta

Full Stack Web Developer with the ability to rapidly learn new concepts. Communicative team-player and creative problem solver who thrives in the faces of challenges and is highly motivated by deadlines.

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EXPERIENCE

Relish Studios, Canada — Game Developer

2022

Built games within the Unity Game Engine using C#, SQL, Jira, BaseCamp and Bitbucket. Was responsible for creating game tutorials and crafting visually impressive particle effects.

- Developed a VR drum machine for the Oculus Quest 2

Relish Studios, Canada — QA Specialist

2021

Provided QA for a variety of projects ranging from video games to phone applications, developed for clients such as PBS KIDS and the NFL. Used Javascript, HTML, CSS, Cypress, Jira and BitBucket.

- Wrote a program that learned to play through a video game and discover bugs along the way. Utilized machine learning.

Freelance, Pennsylvania — Full Stack Web Developer

2020 - Present

Worked with clients to custom build websites for companies, using HTML, CSS, Javascript, React, MongoDB, Firebase, and BootStrap.

- Co-created "Fragile Flowers" video game using Construct 3 and Javascript.

EDUCATION

UPENN, Philadelphia — Full Stack Web Development

2019-2020

WEB DEVELOPMENT PROJECTS

Dungeon Master Manager — github.com/leopoldleopold/Dungeon-Master-Manager

Dungeon Master Manager allows the DM (Game Manager) to run the campaign and efficiently update character states for each turn in a given campaign. Individual players can view the states of their characters as they play.

- Utilized the Annyang Javascript library to add voice controls
- Created character form to store within database
- Technology used includes React, Annyang, Bootstrap, and MongoDB

BAMAZON — github.com/leopoldleopold/bamazon

Bamazon is an inventory management and purchasing software.

- Created "Customer Mode" for purchases and "Manager Mode" to view inventory, receive alerts for low-stock items, add new items, and replenish inventory.
- Technology used includes SQL, Inquirer, and NodeJS

SKILLS

Unity
Game Design
Game Development
Front End Development
Back End Development
Software Development

LANGUAGES

C#
Javascript
Python
Lua
C
Pure Data
Java
SQL

OTHER

React
HTML
CSS
NodeJS
Express
Firebase
MongoDB
Heroku