



JOSH CASTILLO

Games Engineer

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CODING LANGUAGES

C C++ C# Python

TECHNICAL SKILLS

- Github and Perforce
- GitKraken
- Jira
- VS and VS Code
- Object-Oriented and Functional Programming
- Software Design and Architecture
- Agile development cycle.
- Unity
- Unreal and Blueprints

SOFT SKILLS

- Team Management
- Collaboration

ABOUT

Passionate Game Developer with a passion for bringing game ideas into reality. Skilled in Unreal Engine and Unity, with experience in gameplay mechanics, editor scripting, and multiplayer integration using Photon. Proficient in Unreal's C++ and Blueprints, Unity scripting, and incorporating VFX and UI designs to enhance gameplay and user experience. Focused on optimizing workflows and boosting productivity.

LANGUAGES

Spanish

English

Education

University of California, Irvine

Graduation June 2025

- B.S. Computer Science
- B.S. Game Design & Interactive Media
- 3.9 GPA

Work Experience

Coding Minds Academy

Jan 2024 - Present

Coding Instructor - Part time

- Conducted 100+ personalized coding lessons with 50+ students, enhancing their programming skills and fostering dynamic learning.
- Collaborated with other Coding Instructor to assist in lesson planning and reviewed computer science concepts with students to solve problems.
- Monitored student progress, issued personalized reports to parents, and nurtured critical thinking and perseverance in over 50 students.

Projects

DawnCore

Sep 2024 - Present

School Project - Single Player - 14 Members - 3 Programmers

- Created a detailed UML diagram to establish a clear architectural framework, ensuring consistent feature development.
- Designed a modular movement system with smooth transitions, momentum preservation, and realistic traversal using linear algebra.
- Collaborated with designers to develop customizable gameplay mechanics, including tailored movement features and a robust health system with healing, regeneration, and respawn support.
- Developed an AI Director algorithm for procedurally spawning enemies and dynamically adjusting pacing to enhance emotional intensity during gameplay.

Quickshot

April 2024 - June 2024

School Project - Multiplayer - 12 Members - 2 Programmers

- Developed a responsive UI system, supporting dynamic elements like scoreboards, menus, health indicators, and final screens.
- Engineered robust gameplay systems, including a shooting system with hit-scan and non-hit-scan modes, a weapon configuration system, respawn mechanics, and a real-time player lobby.
- Implemented data synchronization and matchmaking using Photon's framework, enabling seamless synchronization of health, scores, and abilities across clients and backend support for matchmaking.
- Collaborated with VFX teams to synchronize weapon and ability effects, ensuring consistent visual fidelity during gameplay.

Wartorn

Sep 2023 - Dec 2023

School Project - Single Player - 26 Members - 5 Programmers

- Designed and developed a flexible system enabling writers and designers to easily create and modify dialogue sequences, with full support for Dialogue Trees to enhance player immersion through meaningful choices.
- Worked closely with writers and designers to expose key properties, ensuring the system facilitated compelling story creation and adaptability throughout development.
- Created a typewriter effect for text and implemented smooth fade-in/fade-out animations for text boxes, enhancing the dialogue experience with immersive visuals and improved readability.

Leadership and Collaboration

Programming Department Head

June 2023 - April 2024

Game Project for VGDC at UCI

- Led a team of 7 programmers in designing and implementing game systems, providing one-on-one mentoring to ensure codebase proficiency.
- Facilitated team collaboration through online and in-person meetings, fostering inclusivity in system design discussions.
- Coordinated with department heads to align programming efforts with evolving game designs and updates.