

# Joey Heil

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## SUMMARY

Software developer with over 4 years of experience building systems in Unity (C#) and hands-on experience developing responsive web apps with React, TypeScript, and Next.js. Committed to writing clean, maintainable code and delivering smooth user experiences.

## EXPERIENCE

### Unity Developer | Gamucatex

February 2024 - July 2025, Remote

- Developed the game's narrative system in Unity using C#, including dialogue, save functionality, and unlockable card collections based on player choices.
- Improved usability of UI/UX features such as the deckbuilder and player HUD by applying UX best practices.
- Collaborated with designers to implement and refine gameplay mechanics, ensuring seamless integration of new features.

### Broadband Engineer | Windstream Communications

January 2015 - January 2022, Lexington, Ky

- Headed the design engineering efforts for Ohio (7 years) and additionally Pennsylvania (2 years), overseeing strategic initiatives and ensuring operational excellence.
- Effectively executed the deployment of more than 1500 plans for DSLAM expansion, driving the widespread growth of broadband access and enhancing connectivity for numerous customers.
- Provided remote troubleshooting support to technicians, resolving equipment issues swiftly and effectively.
- Collaborated with fellow engineers to uphold the integrity of existing broadband infrastructure, leveraging tools such as JIRA and Quickbase for streamlined maintenance workflows.
- Led the successful implementation of cutting-edge DSLAM technologies, becoming the primary authority on equipment knowledge and contributing actively to the evolution of installation methodologies.

## PROJECTS

### Web Dev Projects

- **Portfolio website**- <https://joeyheil.up.railway.app/> | Built with React and Node.js to showcase game and web development projects.
- **Roster website**- <https://soccer-roster-joejh.vercel.app/> | Developed an interactive roster manager with add / remove players and payment tracking functionality.
- **Pizza Menu website**- <https://pizza-menu-joejh.vercel.app/> | Created a menu demonstrating component composition, mapping data to UI, and conditional rendering.

### Game Dev Projects

- **Extinguished – jmhe222.itch.io/extinguished** | One-week game jam entry placing 34th of 496 entries; handled gameplay programming and level design. Designed enemy behaviors and movement systems, working with an artist who created the visual assets and animations.
- **Sprout – jmhe222.itch.io/sprout** | 10-day game jam entry placing 77th of 1,026 entries; built core gameplay systems and progression using only free assets. Collaborated with an artist and sound designer to create a cohesive world and polished player experience.
- **Shape Shooter** | Two-week game jam entry on the theme “Growth”; focused on rapid prototyping and debugging under tight deadlines.
- **Block Bouncer** | Local multiplayer project emphasizing input handling and multiplayer integration techniques.
- **Survival Tower Defense Prototype** | Prototype demonstrating asset integration, character movement, and combat systems.

## EDUCATION

### Bachelor of Science in Electrical Engineering | University of Kentucky

Minor in Mathematics, United States, 2014

## CERTIFICATIONS

### Oracle Cloud Infrastructure AI Foundations Associate

- Demonstrated understanding of cloud-based AI services, data science workflows, and OCI integration for modern web applications.

### Ahrefs Technical SEO Certification

- Covered technical SEO auditing, performance optimization, and analytics strategies to improve website visibility and ranking.

## SKILLS

**Languages:** C#, C++, Java, SQL, JavaScript, TypeScript, HTML

**Web Development:** React, Node.js, Next.js, Tailwind CSS, REST APIs, MUI

**Frameworks & Tools:** .NET, GitHub, Git, JIRA, Railway, Vercel

**Game Development:** Unity, Unreal Engine, Gameplay Programming, UI/UX Design, Optimization, Unity Assets, Shader Graph

**Soft Skills:** Problem Solving, Communication, Collaboration, Attention to Detail