

Joey Heil

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SUMMARY

Unity Developer with 4+ years of experience specializing in gameplay programming, UI/UX implementation, and performance optimization. Passionate about crafting engaging player experiences, collaborating with designers, and writing clean, scalable code.

EXPERIENCE

Unity Developer | Gamucatex

February 2024 - Present, Remote

- Developed the game's narrative system, 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 using UX best practices.
- Collaborate 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

Sprout- <https://jmhe222.itch.io/sprout>

- Developed a complete game in 10 days for a jam centered on the theme "Tiny World," placing 77th out of 1,026 entries (top 7%).
- Created a full gameplay experience using only free assets, showcasing resourcefulness and efficient scope management.
- Collaborated with an artist and sound designer to build a cohesive and engaging world, blending visual, audio, and gameplay elements.

Extinguished- <https://jmhe222.itch.io/extinguished>

- Developed a project for a one-week game jam centered on the theme "Horror," resulting in a platformer that ranked 34th out of 496 entries.
- Collaborated with an artist to contribute to art assets and integrated character sprites and animations into the game.
- Utilized GitHub for version control, gaining hands-on experience with collaborative software development tools.

Additional Projects

- Shape Shooter- Participated in a two-week game jam with the theme of "Growth," contributing to the development of rapid prototyping skills and showcasing proficiency in bug fixing under tight deadlines.
- Block Bouncer- Crafted and developed a personal project centered on local multiplayer battles, actively advancing proficiency in multiplayer integration techniques and refining input management functionalities.
- Survival Tower Defense Prototype- Created a rudimentary prototype, contributing to the acquisition of expertise in Unity Asset integration, character movement mechanics, and the implementation of diverse combat systems.

EDUCATION

Bachelor of Science in Electrical Engineering | University of Kentucky

Minor in Mathematics, United States, 2014

SKILLS

Languages: C#, C++, Java, SQL

Game Development: Unity, Unreal Engine, Gameplay Programming, UI/UX, Optimization

Frameworks and Technologies: .Net, React, REST APIs

Tools: Unity Assets, Shader Graph, GitHub, JIRA

Soft Skills: Problem Solving, Communication, Collaboration, Attention To Detail