




# Joel Forrester


Software Engineer & Game Designer

## PORTFOLIO

 [joelforr.com](https://joelforr.com)

## CONTACT

 347-605-4256

 [joelforr@gmail.com](mailto:joelforr@gmail.com)  
[jf3023@nyu.edu](mailto:jf3023@nyu.edu)

## SKILLS

</> Coding

C#	Javascript
C++ / C	HTML5 / CSS3
Java	React.js
Redux.js	Python
.NET	NoSQL
Lua	

</> Software

Unity Engine  
Unreal Engine  
Gamedev Studio

JIRA  
Git

Illustrator  
Photoshop  
Figma

</> Design

Game Design  
Game Feel  
3D Math  
Physics Simulation  
Visual Design

## EXPERIENCE

**VR TECHNICAL MANAGER**// February 2019 - April 2019

Melcher Media Inc - New York, NY

- Performed as the on-site tech manager for the NYC installation of Chained - a VR immersive theater experience, at the Future of Story Telling pop-up event
- Provided on-site and remote support & troubleshooting for motion capture, facial tracking, Unreal Engine 4, and virtual reality hardware/software.
- Ran the show for 3 months, giving individual VR theater experiences to over 900 people priced at \$60 a ticket

**JUNIOR GAME DEVELOPER**// June 2018 - November 2018

ESC Games - New York, NY

- Utilizing C# & Javascript developed multiple mobile games and interactive experiences for events and stadiums, targeting big screens and large scale audiences.
- Wrote technical documentation for priority features and developed an API to integrate our web based controller application with Unity.
- Contributed to the system design and code architecture for an internal game hosting and management system, where after authorization clients would be able to see owned games, download games, and host games, based on account information retrieved from our database.
- Brought the development of the platform application into the closed beta stage through contributions as a full stack developer using the MERN stack. Developed a front-end for the platform using React.js/Redux.js and Material-UI. Added features and fixed reported bugs on the backend/serverside

**PROGRAMMING TUTOR || TA**// August 2017 - May 2018

NYU Game Center - New York, NY

- Teacher's Assistant for Code Lab 0 an introductory coding course for incoming graduate students. Supported professor in teaching students how to use Java and Processing
- Code tutor for NYU Game Center. Reviewed the code of students, aiding in bug fixes for class assignments and personal projects.
- Held group and one-on-one tutoring sessions with students where I assisted students with code readability and programming patterns/techniques.

**STUDENT TECHNOLOGY ASSISTANT**// September 2016 - May 2018

NYU IT - New York, NY

- Maintained 3 student labs and assisted clients with university resources or software related issues. Improved on outreach and increased student utilization of the labs.
- Designed digital signage, videos, and 3D artwork for the promotion of events and facilities using the Adobe Creative Suite
- Organized and led workshops on Game Development and PC Building, which recorded some of the highest turnouts among student run workshops.

## PROJECTS

**JOELFORR.COM**// <https://joelforr.com>

A single page portfolio website I designed and built using React. This website contains a comprehensive list of games I have developed. It is hosted using Netlify and pushed to

**PATHFINDING VISUALIZER**// <https://joelforr.github.io/pathfinding-visualizer/>

A web tool I developed to visualize pathfinding algorithms. Built using Javascript and React.

## EDUCATION

**NEW YORK UNIVERSITY**// August 2015 - May 2018

BFA Game Design

Minor Computer Science

Overall GPA: 3.35