Joel Forrester
GAME DESIGNER/PROGRAMMER

PORTFOLIO

🌐 joelforr.github.io

CONTACT

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SKILLS

</> Coding

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

</> Software

Unity Engine	Gamemaker Studio
Unreal Engine	
Git	JIRA
Photoshop	Illustrator

</> Design

Game Design	Visual Design
Game Feel	Physics Simulation
3D Math	

EXPERIENCE

VR TECHNICAL MANAGER// Febuary 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 theatre experience, at the Future of Story Telling pop-up event

• Provided on-site and remote support & troubleshooting for motion capture 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 - Novemeber 2018
ESC Games - New York, NY

• Developed games and interactive experiences for events and stadiums, targeting big screens and large scale audiences.

• Designed, developed, and wrote technical documentation for priority features of the ESC platform and ESC+Unity API

• Architected systems for an internal game hosting and management system, where clients would have their own accounts to be able to see what games own, download games, and host games.

• Brought the development of the platform application into the closed beta stage through the addition of features and development of an interactive UI made using React.js/Redux.js and Material-UI

CODE HELP DESK// September 2017 - May 2018
NYU Game Center - New York, NY

• 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 utalization 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.GITHUB.IO // https://joelforr.github.io
A portfolio website I designed and built using React. This website is hosted through Github and contains a comprehensive list of games I have developed.

EDUCATION

NEW YORK UNIVERSITY // August 2015 - May 2018   Overall GPA: 3.35
BFA Game Design
Minor Computer Science

VOLUNTEERING

INDIECADE // April 2016
IndieCade 2016

GAMES FOR CHANGE // April 2016
G4C 2016