Joseph Pleasant

>Video Game Designer, Software Engineer
504-722-3285 | Josephapleasant3@gmail.com | New Orleans, LA
LinkedIn: https://www.linkedin.com/in/joseph-pleasant-1a1a1b21a/
Personal Website: https://josephpcs.github.io/

Career Objective

An undergraduate Computer Science major with a minor in Creative Tech and Design. Ambitious individual with creative and adaptive mindset that works well in a group setting. An aspiring video game developer/Software engineer with low-level experience in Unreal Engine and Blender. Ready to learn and develop the skills to be an effective member of the company.

Work Expirence

June 2020-August 2020 | **Angel Care Learning Center:** *Volunteer*

- Clean all the students toys on a daily basis using safe cleaning materials.
- Worked in a three-person team preparing lunch meals for the students, This approach increased productivity by 10%.
- Learned values such as communication skills and patience while working within a team setting under strict time constraints.

Education

University of Colorado at Boulder
- Computer Science BA, Expected Graduation: May 2025, GPA: 3.5

University of Colorado at Boulder
- Ceative Tech and Design Minor, Expected Graduation: May 2025 GPA: 3.9

Skills

- Languages:C,C++,Python,JavaScript, HTML(ENTRY-LEVEL),CSS(ENTRY-LEVEL)
- Unreal Engine
- Blender
- Creativity
- Adaptability
- Versatile

Projects

Unreal Eninge 5:

- *Warehouse Wreckage game*: A first-person game made with C++ and Unreal Engine blueprints where the player shoots different projectiles in a designated room. Made to simulate Rage rooms.
- *Obstacle Assault game:* A platformer with moving and spinning obstacles. Used C++ and Unreal Engine blueprints

Academic Project:

- *Video Game Recommendation website*: In a group project, made a video game recommendation website that randomly recommends games to users via a connection to the IGDB API. Worked primarily on the front-end using HTML and CSS.