

Joseph Pleasant

>Video Game Designer, Software Engineer

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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 Experience

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

- Creative 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 Engine 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.