Joshua Malmquist

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Education: **Rochester Institute of Technology**, Rochester, New York
Bachelor of Science, Game Design and Development, May 2018
GPA: 3.56, RIT's Dean List (Spring 2015- Spring 2017)

Shipped Titles: Cascade (Funkitron Inc.)
- Match 3 mobile game for iOS and Android
- Worked on 8 Game Land Level Sets Development Cycles

Projects: **Horus Engine – June 2017 – Present (Sony PS4 Dev Kit/C++/DirectX 11)**
- 3-person project to create a multiplatform game engine on Sony PS4 and DirectX 11
- Implemented platform independence layer for math and graphic systems
- Implemented a stack and pool memory allocator for use in engine

Blackfeather – January 2017 – May 2017 (Unity/C#)
- Worked as producer, gameplay programmer and level designer on an 8-person team on a 5-month long 2 player platformer racing game
- Programmed pirate and parrot player movement and interaction mechanics along with creation of moving platforms and traps
- Designed and built platformer level layout
- Managed task assignments to team members, managed art team and art pipeline, planned milestone using scrum style development tactics

Beta Rangers – November 2016 - December 2016 (Unity/C#)
- Worked as lead programmer on a 4-person team on a 6-week long 4 player arena battle game
- Programmed basic player mechanic such as movement and basic attack along with special attack mechanics for 2 characters, various gameplay features, game UI, character selection, and game optimization

Slime Spree- 2016 Microsoft Imagine Cup @ RIT (Unity/C#)
- Worked as a gameplay programmer on a 5-person team over 48-hour period to make a 4-player co-op survival game
- Implemented gameplay mechanics for yellow and red slimes special abilities as well as setting up the basic framework of the slime players such as health, and movement.

Skills: **Programing Languages:** C#, C++, PS4 Console Development, JavaScript, HTML, CSS, Lua
- Unity 5, Visual studios 2016/2017, DirectX 11, Open GL, Corona SDK, Processing, Adobe Photoshop and Illustrator, GitHub, Microsoft Office, Perforce
- can handle many responsibilities, good multi-tasker and works well with others

Experience: **Funkitron Inc., Boston, MA**
Game Design & Development Intern, June 2016 – August 2016 & June 2017-August 2017
- Worked with Game Design Team to create new mechanics for game
- Design, balanced, and scripted new levels to be added to new areas in the game
- Supervised design and level construction of a set of levels for game area

R.I.T. Interactive Games and Media Department, Rochester, NY
Lab Assistant, January 2016 – Present
- Assist students with help on classwork
- Supervise, clean and help maintain labs

Current/Past Activities/Affiliations:
- Member of the STARfest Planning Committee and STAR PR Committee for RIT's sci-fi club (2015-2017)
- Junior Assistant Scout Master and Life Scout of Boy Scouts Troop 81 (2014)