

# Joshua Malmquist

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GitHub: <https://github.com/Josh9309>

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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 Development Cycles

**Projects:** **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 player and parrot player mechanics along with creation of platform and traps
- Designed and built platformer level layout for Blackfeather
- Managed task assignments to team members, managed art team and art pipeline, planned milestone

**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 along with complete 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 as well as setting up the basic framework of the slime players such as health, and movement.

**Pulp Legends – September 2016 – October 2016 (Unity/C#)**

- Worked as producer and programmer on a 4-person team on a 5-week long noir style platformer
- Programmed the base players, character selection, game UI, and menu UI
- Managed task assignments to team members, maintained git repo, as well as polished and made builds for play testing and final game.

**Skills:** **Programing Languages:** C#, C++, JavaScript, HTML, CSS, Lua

- Unity, Visual studios, Corona SDK, Processing, Adobe Photoshop and Illustrator, GitHub, Microsoft Office, Perforce
- Fast learner, 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 land

**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)