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

Shipped Titles: Cascade (Funkitron Inc.)
- Match 3 mobile game for iOS and Android
- Worked on 4 Game Land Development Cycles

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

Robot Zoo Project – November 2015-December 2015 (Unity/C#)
- Created a 3D Environment using models from Unity asset store and models I personally created
- Programmed all game algorithms (Such as seek, wander and obstacle avoidance)

Slime Spree- 2016 Microsoft Imagine Cup @ RIT (Unity/C#)
- Worked with a 5-person team over 48-hour period to make a 4-player co-op survival game
- Worked on implementing 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 with a 4-person team on a 5-week long noir style platformer as project lead
- Programmed the base players, character selection, game UI, and menu UI
- Managed task assignments to team members, kept the git repo updated and working, as well as polishing and making builds for play testing and final game.

Skills: **Programing Languages:** C#, Lua, HTML, CSS, C++
- Visual studios, Corona SDK, Unity, Processing, Adobe Photoshop and Illustrator, GitHub, Microsoft Office, Perforce
- Fast learner, can handle many responsibilities, good multi-tasker and work well with others

Experience: **Funkitron Inc., Boston, MA**
Game Design & Development Intern, June, 2016 – August, 2016
- 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

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-Present)
- Captain of the Masconomet Regional High School Robotics Team (2014)
- Junior Assistant Scout Master and Life Scout of Boy Scouts Troop 81 (2014)
- RIT's Dean List (Spring 2015- Fall 2016)