

Joshua Malmquist

Phone: 1-978-998-0566

14 Kinsman Lane, Topsfield, MA 01983

Joshmalmquist96@gmail.com

Portfolio: joshmalmquist.com

LinkedIn: <https://www.linkedin.com/in/joshmalmquist>

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

Objective: To obtain a paid Co-op/Internship for the summer of May 22, 2017 – August 2017

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 model from unity asset store and models personally created
- Programmed all game algorithms (such as seek, wander, obstacle and avoidance)

TBD Game Project- 2015 (Monogame/C#)

- Worked with a 5-person team on a 3-month long game project
- Worked on managing game states between screens, the high score and level unlock management.

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

- Worked with a 4-person on a 5-week long noir style platformer as project lead
- Programmed the base players, character selection, game UI, and menu UI
- Managed dividing out task to team, keeping the git repo updated and working, as well as polishing and making builds for playtesting 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 multitasker and works 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)