

Joshua Almonte

(201)957-6098 | almondj1024@yahoo.com

Education

NEW JERSEY INSTITUTE OF TECHNOLOGY

- Expected Graduation: May 2020
- Major: BS Computer Science
- GPA: 3.76

Technical Skills

Programming Languages: Python, Java, C#, HTML, CSS, JavaScript, SQL, C++, C

Frameworks/Libraries: React, Bootstrap, Express

Software/Environments: Node.js, Unity3D, Unreal Engine

Version Control: Git

Experience

CLASSROOM ASSISTANT | NEW JERSEY INSTITUTE OF TECHNOLOGY

Sep 2017 – May 2018

- Assisted professor during classroom lectures by demonstrating Python coding as instructed.
- Organized and managed grading assignments of two classrooms, evaluating and debugging students' codes on a weekly basis.
- Improved student understanding through recitation meetings, where both guidance and critique were given.
- Monitored test takers and collaborated with a team to grade hundreds of exams in a timely fashion.

TECH DEPARTMENT INTERN | RIVER DELL HIGH SCHOOL

Feb 2016 – June 2016

- Solved technical problems for students involving their school issued laptops.
- Evaluated reserved laptops and resolved problems accordingly resulting in a 25% decrease in unused laptops.
- Assisted superiors in maintaining the school's hardware by keeping inventory and organizing equipment.

Projects

IMAGINATION HEIGHTS

January 2019

- Contributed to a turn-based RPG for *Global Game Jam* by making music and sound assets.
- Used Bosca Ceoil and SFXR to create 3 soundtracks and 12 sound effects.

HEARTACHE

December 2018

- Created a level for a top down, action bullet hell game using Unity3D, Adobe Illustrator, and Adobe Animate.

MICROJAM 2.0

November 2018

- Made 2 microgames for a *Wario Ware* themed game jam.
- Learned how to use the Unreal Engine in a limited time span.

SUPER PUNCH FIGHTER SAGA

June 2016

- Developed a turn-based RPG game using Python, pygame, and py2exe
- Game utilized classes to organize data on various moves, fighters, and stages.
- Most art and sound assets were created singlehandedly using Gimp and SFXR.
- Game created within a limited 48-hour time period.

Activities

International Game Developers Association: Member (2016-Present)

Interests: Video Games, Game Design, Art, Music, Storytelling