Joshua Almonte

Education
NEW JERSEY INSTITUTE OF TECHNOLOGY
· Expected Graduation: May 2020
· Major: BS Computer Science
· GPA: 3.77

Technical Skills
OS: Windows, Linux
Programming Language: Python, Java, C#, C++, SQL, C
Software: Unity3D, Unreal Engine, Gimp, Visual Studio 2017, Eclipse, IDLE
Coursework: Operating Systems, Discrete Mathematics, Computer Architecture

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