

Joshua Quinones

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RK 98, 6000 Reynolds Drive, Rochester, NY14623

OBJECTIVE

Seeking a programmer co-op using strong skills in C#. Available between May 2021 – August 2021.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2023

Bachelor of Science in Game Design and Development

GPA: 3.83

Related Courses: Game Development and Algorithmic Problem Solving I & II (C#, Visual Studio),
Introduction to Game Web Tech (HTML/CSS), Interactive Media Development (C#, Unity)

SKILLS

Programming Languages: C#, CSS, HTML

Game Engines: Unity, Monogame

PROJECTS

Inverse Dungeon, Academic Project

January – May 2020

- A collaboration among four students to make a video game in the Monogame framework using C#
- Designed the class relationship architecture
- Programmed the framework for collision and physics
- Designed and programmed the GUI and HUD of the game
- Designed and programmed an external level editor using Windows Forms

Karma, Game Jam Project

October 2019

- A collaboration among four game development students to make a game in Unity
- Programmed basic movement and gravity
- Modelled props and the environment
- Oversaw and assisted in the creation of 3D models for the environment
- Contributed to the creation of the design and theme of the game

WORK EXPERIENCE

Castle Hill Little League

September – November 2016

Assistant Coach

The Bronx, NY

- Assist children ages 10-12 with playing and practicing baseball
- Cooperate with ally coaches, enemy coaches, and umpires to run a full game of baseball
- Keep track of equipment, score, lineups and pitches to dispute errors

LEADERSHIP EXPERIENCE

Yonkers Montessori Academy

October 2017 – June 2019

Student Government Member

- Provide a connection between school staff and an abundance of students
- Maintain a relationship with other schools in the district
- Maintain a weekly shift at the school store