

Joshua Quinones

Full Stack Software Engineer | Gameplay Engineer

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WORK EXPERIENCE

Game Developer - Changeling VR

01/2024 - 05/2024

- Led an engineering team in the development of a virtual reality game for Unreal Engine
- Headed 30% of ongoing development in design, development, maintenance, and documentation
- Coordinated cross-functional teams to maintain regular playtest and release schedules
- Mentored fellow team members in Unreal Engine and standard developer practices

Front-End Angular Developer Intern - Aveva LLC

06/2022 - 09/2022

- Developed AVEVA Insight, a cloud-based, information technology web application for industrial hardware management, used by clients worldwide
- Utilized modern JavaScript frameworks for web, cloud, and project pipeline development
- Uniformized and standardized unit tests across the application to improve the accuracy and dependability of project pipelines

SKILLS

- **Languages:** C#, C/C++, JavaScript, TypeScript, Python, HTML CSS, Java, SQL, NoSQL, Yaml
- **Technical Stack:** Angular, React, NodeJS, GitHub, Django, Flask, Docker, Kubernetes, MongoDB, .NET
- **Soft Skills:** Team Leadership, Agile/Scrum Methods, Rapid Adjustment, Interteam communication, Project Management, Software Development Life Cycle, Remote Collaboration
- **Hard Skills:** 3D Math, CI/CD, Cloud Applications, Databases, Debugging, Documentation, Microcontrollers, Mobile Development, Open Source Software, RESTful APIs, UI/UX, Unit Testing, Version Control (Git, Perforce)

PROJECT EXPERIENCE

Best Cars Dealership - Full Stack Engineer

03/2025

- A capstone cloud-based web application for the *IBM Full Stack Developer Certification*
- Displays a ReactJS-based frontend supported by Python Django in the backend
- Utilizes a MongoDB database to store and serve data
- Containerized with docker to be deployed with Kubernetes

Roost - Full Stack Engineer

04/2023 - 05/2023

- A social, video hosting web application capstone project for RIT
- Contains ReactJS frontend systems served by a NodeJS backend
- Stores user account and post data in a MongoDB NoSQL database
- Currently examining logistics of a migration to AWS for a monetized, public release

Steel Heel Jam - Gameplay/UI Engineer

09/2022 - 06/2023

- A 1-8 player 3D platform fighter written in C# with Unity3D
- Wrote and maintained combat, game, and player states and systems
- Developed the in-game and menu UI alongside settings functionality
- Available as a launched game on Itch.io

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

08/2019 - 05/2024

Bachelor of Science in Game Design and Development

GPA: 3.55

Related Courses

Data Structures and Algorithms for Simulation

Rich Media Web Application Development

Humanitarian FOSS (Free and Open Source Software) Development

Algorithmic Problem Solving

Foundations of Graphics Programming

Back-End Development with .NET (VIA Microsoft)

CERTIFICATIONS

IBM Full Stack Developer - IBM

12/2024 - Present

- Expected 04/2025

AWS Cloud Solutions Architect - AWS

03/2024 - Present

- Expected 04/2025