

Joshua Quinones

Software Engineer | Game Designer | Web App Developer

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<https://joshiqui.github.io/>

SUMMARY

Innovative and results-driven Software Engineer with a strong background in game design and web application development. Proven ability to lead teams, develop complex systems, and deliver high-quality projects on time. Skilled in C#, C/C++, JavaScript, and various game engines and web technologies. Currently seeking a position in the software engineering field.

EDUCATION

Bachelors of Science in Game Design and Development

08/2019 - 05/2024

Rochester Institute of Technology (RIT), Rochester, NY

GPA: 3.55

WORK EXPERIENCE

Game Developer - Changeling VR

01/2024 - 05/2024

- Worked on the development of a VR game in Unreal Engine 4 as a team lead for a gameplay engineering-focused team
- Led the design, development, and documentation of two separate, functional levels
- Coordinated and communicated cross-team to maintain regular playtest and release schedules
- Assisted fellow team members as a mentor for 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
- Provided solutions and maintenance utilizing Angular and other industry standard technologies
- Created and uniformized new and existing unit tests for frontend systems and web components

SKILLS

- **Programming Languages:** C#, C/C++, HLSL, HTML, JavaScript, TypeScript, CSS
- **Game Engine Proficiency:** Unity, Unreal Engine 4/5
- **Web Development:** AWS, Bootstrap, Node.js, Angular, React
- **Other Skills:** Mobile Game Development, Team Leadership, Agile/Scrum, UI/UX Design, Version Control (Git, GitHub, Perforce, Azure DevOps), Debugging/Optimization, Open Source (Godot, Symplicity)

PROJECT EXPERIENCE

Roost - Solo Developer

04/2023 - Present

- A social, video hosting web application prototype made with ReactJS and hosted online
- Functional account system and video sharing by link
- Utilizes a NoSQL database in MongoDB
- Currently migrating to AWS for upgrades and preparation for a monetized launch

Steel Heel Jam - Gameplay/UI Programmer

09/2022 - 06/2023

- A 1-8 player 3D platform fighter made in Unity C#
- Contains intricate combat systems and pickup-able weapons that grant unique movesets
- Displays a responsive, understandable, and playtest-proven UI
- Available as a launched game on Itch.io

3DRenderer - Solo Developer

09/2022 - 12/2022

- A basic game framework created utilizing DirectX11 with C++
- Displays a complete graphics system with shaders, lighting, and texturing
- Contains basic classes for simple game development and physics
- Starts with an initial demo game involving collecting cubes in an enclosed space

Certifications/Awards

Mayor's Scholarship Award - City of Yonkers, Mayor Mike Spano

2019

- For outstanding academic achievements, leadership, and community involvement