Joshua Quinones

Programmer | Game Designer | Web App Developer

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https://joshiqui.github.io/

WORK EXPERIENCE

Game Developer, Changeling VR.   01/2024 - 05/2024
- Led a team in the design, planning, and development of two separate levels in a Scrum-style methodology.
- Utilized Unreal Engine 4's blueprint programming systems to develop objects, tools, and agents to be utilized in gameplay and assisted team members in learning Unreal Engine.
- Coordinated and communicated cross-team to maintain regular playtest and release schedules.

Front-End Angular Developer Intern, Aveva LLC.   06/2022 - 09/2022
- Developed the frontend systems and widgets for an information displaying web application.
- Utilized Azure DevOps to manage code, pipelines, and unit tests on existing and proposed code.
- Developed, maintained, and uniformized unit tests across the entire project.
- Debugged widgets and systems in the frontend and communication systems in the backend.

SKILLS

- **Programming Languages:** C#, C/C++, HLSL, HTML, JS, TypeScript, CSS
- **Game Engine Proficiency:** Unity, Unreal Engine 4/5
- **Mobile Game Development**
- **Team Leadership**
- **Project Development Lifecycle:** Agile/Scrum
- **Game Design**

- **UI/UX Design/Programming**
- **Web Application Development:** Frontend, Backend, Bootstrap, Node.js, Angular, React
- **Version/Source Control:** Git, Github, Perforce, Azure DevOps
- **Self Reflection/Personal Growth**
- **Project Planning/Documentation**
- **Debugging/Optimization**
- **Problem Solving and Adaptability**

PROJECT EXPERIENCE

3DRenderer - Solo Developer   2023
- A basic game framework created utilizing DirectX11 with C++, which houses a sample game.
- Developed a graphics system with shaders, lighting, and texturing.
- Developed an object-based system for game or simulation development.
- Created a collision system for collision detection between objects.

Steel Heel Jam - Gameplay/UI Programmer   2022 - 2023
- Up to 8-player 3D platform fighter created in the Unity game engine using C#.
- Designed, developed, and debugged major and minor combat systems and mechanics.
- Programmed menu UI systems and UI controls.
- Debugged and maintained existing combat programming and mechanics

EDUCATION

Bachelors of Science in Game Design and Development   08/2019 - 05/2024
Rochester Institute of Technology (RIT), Rochester, NY   GPA: 3.55