

Joshua Quinones

Software Engineer | Web App Developer | Full Stack Engineer

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

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 40% of content in design, development, documentation, and debugging
- 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
- Utilized emergent web, cloud, testing, and frontend technologies to successfully meet individual consumer demands
- Uniformized and standardized unit tests across more than 50% of the project to improve build pipelines' accuracy and dependability

PROJECT EXPERIENCE

Roost - Full-Stack Engineer

04/2023 - 05/2023 & 07/2024 - *Present*

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

Hitboxle - Full-Stack Engineer

03/2023

- A web application daily guessing game based on Wordle hosted on Heroku
- Utilizes a Node.js server with JavaScript to generate puzzles from a JSON datastore
- Contains a user profile system with player data

3DRenderer - Software/Graphics Engineer

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

Zelda Finder - Frontend Engineer

09/2022 - 12/2022

- A search engine for The Legend of Zelda related results
- Queries the Zelda API for results and displays them in condensed cards
- Displayed utilizing Bulma and JavaScript web components a performant, simple display
- Utilizes local storage and firebase for favorites saving

SKILLS

- **Programming Languages:** C#, C/C++, JavaScript, TypeScript, HTML CSS, Java, HLSL
- **Web Application Development:** Angular, Bootstrap, Node.js, React, REST APIs
- **Other Skills:** 3D Math, Agile/Scrum, CI/CD, Database Technologies, Microcontrollers, Mobile Development, MongoDB, NoSQL, Open Source Projects, Project Management Tools, SDLC, Team Leadership, UI/UX, Unit Testing, Version Control (Git, Perforce)

EDUCATION

Bachelors of Science in Game Design and Development

08/2019 - 05/2024

Rochester Institute of Technology (RIT), Rochester, NY

GPA: 3.55

Related Courses

Data Structures & Algorithms for Games & Simulation 1 & 2

Rich Media Web Application Development 1 & 2

Humanitarian FOSS (Free and Open Source Software) Development

Game Development and Algorithmic Problem Solving 1 & 2

Foundations of Game Graphics Programming