

Joshua Quinones

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<https://people.rit.edu/jiq4449/portfolio/>

OBJECTIVE

Seeking a gameplay engineering or game design Co-Op.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development

GPA: 3.53

SKILLS

Programming Languages: C#, C/C++, TypeScript, CSS, HTML, HLSL

Game Engines/Development Tools: Unity, Unreal Engine, Maya, Photoshop, Git, Azure DevOps, DirectX

PROJECTS

Steel Heel Jam - Gameplay/UI Programmer

- Up to 8-player 3D platform fighter created in the Unity game engine using C#
- Programmed major combat systems such as hitboxes, player-states, and frame data
- Implemented minor combat mechanics such as powerups and the unique spotlight system
- Programmed the game's menu UI systems
- Debugged and maintained existing combat programming and mechanics

Nebula Hero - Solo Developer

- 3D on-rail shooter with roguelike elements
- Developed in unity for android devices
- Utilized multi-object pooling for performance optimization
- Set up vector math for camera-to-player movement

MyEngine - Solo Developer

- A basic game framework created using DirectX 11 in C++
- Contains a simple cube collecting game
- Programmed physics and collision
- Programmed shaders and lighting

Kleptostrikers - Solo Developer

- A 3D arena fighting game where players compete to collect status-up items
- Developed using Unreal Engine
- Basic combat system
- Algorithm for soft caps on stats and stat reductions

Experience

Front-End Angular Developer, Aveva LLC.

June 2022 - September 2022

- Code, debug, and maintain software using Angular
- Utilize Cypress to create, maintain, and improve unit/component tests
- Manage code and pipelines through Azure DevOps
- Contribute to a backend service written in C# utilizing Swagger