

Joshua Quinones

Software Engineer | Web App Developer | Full Stack Engineer

joshua01@gmail.com | <https://www.linkedin.com/in/joshua-quinones-7ab411199/>

<https://joshui.github.io/> | (914)309-6517

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 developing content in design, development, and maintenance
- 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 more than 40% of the project to improve the accuracy and dependability of project pipelines

SKILLS

- **Programming Languages:** C#, C/C++, JavaScript, TypeScript, HTML CSS, Java, HLSL
- **Frontend Technical Stack:** Angular, React, AWS, NodeJS, Cypress
- **Hard Skills:** 3D Math, Agile/Scrum, CI/CD, Database Technologies, Microcontrollers, Mobile Development, MongoDB, NoSQL, Open Source Projects, Project Management, REST, SDLC, Team Leadership, UI/UX, Unit Testing, Version Control (Git, Perforce)

PROJECT EXPERIENCE

Roost - Full Stack Engineer

04/2023 - 05/2023

- A social, video hosting web application prototype made with ReactJS and hosted online
- Functional account system and video sharing by link
- Stores user account and post data in a MongoDB NoSQL database for querying
- Currently examining logistics of a migration to AWS for a monetized, public release

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 - Web Developer

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 web component cards
- Displayed utilizing Bulma and JavaScript web components into a comprehensive display
- Utilizes local storage and firebase for favorites saving

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

Certifications

IBM Full Stack Developer - IBM via Coursera

12/2024 - Present

- Expected 02/2025