

Joshua Quinones

Software Engineer | Game Designer | Web App Developer

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

SUMMARY

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

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 that 50% of the project to improve build pipelines' accuracy and dependability

SKILLS

- **Programming Languages:** C#, C/C++, JavaScript, TypeScript, HTML CSS, Java, HLSL
- **Game Engine Proficiency:** Unity, Unreal Engine 4/5
- **Web Application Development:** 3D Math, Angular, Bootstrap, Node.js, React, REST APIs
- **Other Skills:** Agile/Scrum, CI/CD, Database Technologies, Microcontrollers, Mobile Development, MongoDB, NoSQL, Project Management Tools, SDLC, Team Leadership, UI/UX, Unit Testing, Version Control (Git, Perforce)

PROJECT EXPERIENCE

Roost - Full-Stack Engineer

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 Engineer

09/2022 - 06/2023

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

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

EDUCATION

Bachelors of Science in Game Design and Development

08/2019 - 05/2024

Rochester Institute of Technology (RIT), Rochester, NY

GPA: 3.55

Certifications/Awards

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

2019

- Received citywide recognition for outstanding academic achievements, leadership, and community involvement