Josh Villanueva
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Education
B.S. Computer Science, Cert. Game Design | University of Wisconsin - Madison

December 2021

Courses: Software Engineering, Computer Graphics, Introduction to AI and Machine Learning, Operating Systems, Algorithms, Game Design, Virtual Reality
Technical Skills: Java, Python, Javascript, C, C++, C#, Git, Data Structures, Object-Oriented Programming, Concurrency

Work Experience
Computer Support Assistant, University of Wisconsin
Madison, WI | May 2020 - August 2021
- Computer support assistant for the electrical and computer engineering department. Provided users of the department with different IT support and used skills and knowledge in both hardware and software to troubleshoot different issues with Windows, Mac OS, or Linux distros.

Help Desk Technician, University of Wisconsin
Madison, WI | May 2019 - May 2020
- Assisted thousands of residents and staff of the housing division of the university. Prepared workstations, installed and set up software, maintained different computer labs, and did troubleshooting from the help desk over the phone or remotely.

Projects
Recipe Compiler | Vue.JS, TypeScript, ASP.NET (C#), SQL
- A web application that compiles recipes from APIs and allows users to view and save recipes, create a meal plan, and grocery list for the recipes.
- Worked on front-end pages for the meal planning and saved recipes pages.

VR Coffee House | Unity3D, C#, Oculus VR
- A simple prototype of a relaxing coffee house to relax in virtual reality.
- VR UI interactions to change time of day and music.

Deep Dive | Unity3D, C#
- An underwater exploration game to capture and document fish.
- Worked on UI and fish detection scripts in C#.

Campus Extracurriculars
Badger Band Member, University of Wisconsin Marching Band
- Part of the leadership team of the Badger Band. Played the euphonium in both marching and varsity band and led a rank of 14 band members.

Website Links
Portfolio: https://www.joshvl.com/ | Itch.IO: https://joshvl.itch.io/