

JOSH SONG

GAME DEVELOPER

CONTACT



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EDUCATION

CALIFORNIA STATE UNIVERSITY LONG BEACH

● MAJOR

Computer Science

● EXPECTED GRADUATION

Spring 2021

PROGRAMMING LANGUAGES

PYTHON

C#

JAVA

C++

SQL

PROFICIENT IN SOFTWARE DEVELOPMENT FROM QA TO PROGRAMMING

My skills in development has given me the confidence to apply my knowledge to teaching others game development.



EXPERIENCES & ACTIVITIES

2019

Intern at Foam Technician

Lead the programming for the robotics for a NERF toy product; Arduino programming that includes solenoid, buttons, rotary encoders, and an OLED screen that displays ammo and a menu.

2019-2020

Comp Sci/Math Tutor at Perfect Score Academy

Tutored 5th-9th grade in mathematics and computer science; All students received an A in mathematics and had a broad understanding in programming, which resulted in creating their own Python or Unity game by the end of the session.

2018-2019

Game Dev Unity Workshop Lead

In charge of multiple groups filled with beginners each tasked to finish a game by the end of the semester; Helped developed over 15+ games of many different type of genres.

Present

President of CSULB Association of Computing Machinery (ACM)

Lead an organization with over 400+ members; Managed multiple projects such as Programming team, Web Jams, Unity Workshops, and Cyber Security in a macro-scale; Conduct Beachhacks, a 24-hour long hackathon hosted in CSULB, by planning out logistics and contacting sponsors, such as, Google, Corsair, MLH, MSI, etc



PROJECTS

Perspectus (<https://kale-eos.itch.io/perspectus>)

Unity Puzzle Platformer that rotates camera to four 2D views to realign platforms; The lead designer of each level and how to correctly change the world based on the camera.

Dash Master (<https://devpost.com/software/dash-master>)

Sole programmer for an Unity game in RoseHacks, a 24 hour hackathon; Won an award competing against 34 completed projects.