

Joshua Eagles

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Summary of Qualifications

- Practised programming for 4 years with personal game development projects
- Proficient in C#, Java, Python, JavaScript, C++, SQL, and Linux
- Received Focus on Information Technology (FIT) Certificate
- Familiar with Object Oriented Programming, Agile Development, and UML
- Fast learner with strong attention to detail
- Excellent communication, teamwork, and organization skills

Technical Skills

Programming Languages:

C#, Java, JavaScript, C++, Python, Lua, HTML, CSS, SQL

Technologies:

Oracle SQL, Git, MongoDB, Express, Angular, Node.js

Education

Software Engineering Technology – Advanced Diploma

Sept. 2019 – Present

Centennial College, Toronto, ON

Expected graduation: Dec. 2022

- Current GPA of 4.39/4.5
- Relevant Courses: Programming 2, Advanced Database Concepts, Object-Oriented Software Engineering, Web Application Development
- Member of the Tabletop RPG club, participates in weekly Dungeons & Dragons sessions

Projects

2D Platformer Character – Developed using Godot and C#

- Uses a state machine to make this complex logic remain extensible and readable
- Includes many actions such as multiple types of jumps and a spin moves that slows descent

Express Website – Developed using Express, Node.js, EJS, and Bootstrap

- Created a 5 page website that uses views and partials to create a template for each page
- Used Bootstrap as a front-end framework to design a responsive layout for each page

Global Game Jam 2020 Submission – Developed using Godot and C#

- Developed a small tower defence game in 48 hours
- Coordinated with an artist and another programmer to create the project

Tetris Clone – Developed using Python and Pygame

- Implemented all the basic features of Tetris, such as line clears and a preview of the next piece