Joshua Key

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Skills

- C++ / C#
- Unity / Unreal / OpenGL
- UI / UX
- Artificial Intelligence

- HTML / CSS / Javascript
- NodeJS / Express
- AWS
- MySQL / MSSQL / MongoDB

Experience

Neumont Game Studio - Game Developer
- Neumont Collaborative Project (Apr - Curr)

- Prototyped and Implemented various mechanics including Player, UI, Game Structure, etc.
- Communicated and assisted in Game Design with other team members.
- Provided a stable Gitflow to support game between multiple branches and team members.

Technologies Used: Unity, C#, Git

Easy Marketing in Unity - Lead Software Engineer
- Neumont Capstone Project (Sep - Dec 2018)

- Researched and surveyed Game Development Marketing Strategies.
- Produced a C# Plugin for accessing Social Media.
- Integrated the C# Plugin into the Unity Editor.

Technologies Used: Unity, C#, NodeJS, Express, Passport, OAuth

Games

Whats the Matter
What's The Matter is an Atom collecting game focused around exploration and upgrades.

It features a progression system semi-realistic science, and a light story.

Slime Garden
Slime Garden is an RPG Metroidvania made for Ludum Dare 41.

Players fight opposing slimes, leveling up and unlocking new areas.

RPG Clicker
RPG Clicker is a mobile, clicker game focused on RPG mechanics.

Education

Neumont College of Computer Science GPA · 3.9
- BS in Software and Game Development