

# Joshua Key

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## Skills

- C++ / C#
- Unity / Unreal / OpenGL
- Physics
- AI
- Game Development
- Gameplay Mechanics
- Game Systems
- Tools
- Console Development
- Networking
- UI / UX
- Graphics

## Experience

### Dimensional Ink - Associate Programmer II

DC Universe Online (Sep 2019 - Aug 2024)

- Modified the physics system to implement new movement features.
- Refurbished the On Duty Menu UI for a modern aesthetic.
- Collaborated with designers to implement new gameplay features.
- Maintained tools for designers, QA, artists, and engineers.
- Developed features for UI, player state, engine, and more.
- Assisted with Console Development on PS4, PS5, Xbox One, and Xbox Series X

*Technologies Used:* C++, C#, Physics, UI, Tools, Console Development

### Neumont Game Studio - Lead Game Developer

Terracotta: Shards of Doom (Apr - Jun 2019)

- Prototyped and implemented UI, UX, gameplay systems, player controls, and level mechanics.
- Collaborated with artists and designers to determine game direction, game balance, polish and priority.
- Provided technical support to other team members.
- Provided a stable Gitflow to support game development 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
- Created a local server for communicating with social media.
- Implemented the C# tool in Unity using Unity Editor Windows.
- Designed the UI with a focus on ease of use.

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

## Projects

### Terracotta:

### Shards of Doom

Terracotta is a First Person Collectathon. Players fight pots using a variety of weapons across numerous levels and treacherous terrain.

*Available on Steam*

### What's the Matter

What's the Matter is an atom collecting game focused around exploration and upgrades.

### Slime Garden

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

### RPG Clicker

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

## Education

### Neumont College of Computer Science

- BS in Software and Game Development, GPA: 3.9