Joshua Key

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Skills

- C / C++ / C#
- Unity / Unreal / OpenGL
- Physics
- AI

- Game Development
- Game Design
- UI / UX
- Graphics

- HTML / CSS / Javascript
- NodeJS / Express
- AWS / Lambda / S3
- MSSQL / MySQL / MongoDB

Experience

Neumont Game Studio - Game Developer
Neumont Collaborative Project (Apr - Current)
- Prototyped and implemented various mechanics including Player, UI, Game and Level
- Communicated and assisted in Game Design with other team members
- Provided a stable Gitflow to support game development between multiple branches and team members

Technologies Used: Unity, C#, Git

Western Governors University - Software Developer
Neumont Collaborative Project (Jan - Mar 2019)
- Assisted in replacing old and outdated systems to make them more modern, expandable, and dynamic
- Lead design and development of backend systems

Technologies Used: Angular, Amplify, NodeJS, Serverless, AWS, S3, Lambda, API Gateway, Aurora, Cognito

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

Projects

Terracotta: Shards of Doom

Terracotta is a First Person Collectathon featuring attacking pots.

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