

Joshua Pelkington

Gameplay Programmer

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EDUCATION

Game Design and Production

Drexel University

09/2019 - Present

Cumulative GPA: 3.86

Relevant Courses

- AI for Games
- Game Audio
- Scripting for Games
- Game UI Design

WORK EXPERIENCE

Interactive Game Design Intern

TeachMe TV LLC

03/2022 - 09/2022

Achievements/Tasks

- Worked with CEO and team to develop viable multi-platform educational activities
- Adapted educational materials into engaging game mechanics through programming in Unity
- Independently setup and met milestones to finish 6 projects on schedule
- Distributed frequent builds to gather feedback and fix errors
- Iterated on playtest feedback to polish kid-friendly mechanics

Gameplay Programming Intern

DVNC Tech LLC

03/2021 - 09/2021

Achievements/Tasks

- Developed and implemented new features for DVNC's RPG project Monochrome
- Invented creative solutions to complex programming tasks using the team's existing tools & pipelines
- Tested and resolved large quantities of bugs and errors using iterative problem solving
- Researched existing plug-in documentation to discover solutions to technical challenges
- Maintained and organized a workspace within the project's source control using Git + Source Tree

ORGANIZATIONS

Entrepreneurial Game Studio (11/2019 - Present)

Abducted Monkeys LLC, Lead Programmer

Drexel Cru (09/2019 - Present)

Treasurer 2021 - Present

SKILLS

C# HTML CSS Git + Github

Plastic SCM Unity

Audio Kinetic Wwise Adobe Photoshop

Adobe Premiere Pro Trello

Hack n Plan Google Sheets

TECHNICAL PROJECTS

Trouble in Tornado Town

(02/2022 - Present) 

- Design and implement core gameplay loops and system architecture
- Oversee programming pipeline and art asset integration
- Optimize performance for physics, rendering and scripts
- Collaborate with team for scope balancing and overcoming technical challenges

Desert Darts (09/2021 - 11/2021)

- Successfully published a mobile game made using the Unity game engine
- Optimized interactivity and performance for lower end platforms and devices
- Developed an accessible interface using icons and symbols

Krafts (06/2021 - 06/2021)

- Independently ideated and implemented an arts and crafts gameplay experience
- Researched documentation and plugins to design memorable features, such as a pencil shader and screenshot saving
- Organized community engagement by encouraging players to share screenshots for display on the game's front page
- Engaged with players through comments and community posts to receive feedback for future patches and updates