

Joshua Pelkington

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EDUCATION

Game Design & Production

Drexel University

09/2019 - Present

Cumulative GPA: 3.83

Courses

- Scripting for Game Design
- Game Development Foundations
- Game Audio
- Computer Programming I + II
- Game Design Lab I + II
- Game User Interface Design

WORK EXPERIENCE

Gameplay Programming Intern

DVNC Tech LLC

03/2021 - 09/2021

Glenside, PA

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
- Constructed and published weekly dev-log reports for DVNC's website that showcase meaningful development progress

ORGANIZATIONS

Drexel Cru (2019 - Present)

Treasurer, Member

Entrepreneurial Game Studio (2019 - Present)

Member

SKILLS

C#

Unity

Github

Audio Kinetic Wwise

Adobe Photoshop

Aseprite Pixel Art

Autodesk Maya

Substance Designer

Substance Painter

Unreal Engine 4

TECHNICAL PROJECTS

Krafts - GMTK Game Jam 2021 (06/2021 - 06/2021)



- Designed and implemented a fun playground of tools and parts allowing players to experiment creatively with the game
- Researched documentation and plugins to design memorable features that encouraged creativity, such as drawing shaders and saving screenshots of the game
- 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

Kaset - Brackeys 2020.2 Game Jam

(07/2020 - 08/2020)

- Programmed core gameplay loops through iteration while polishing and debugging code
- Conceptualized the game's art direction in a way that was coherent and stylized for the game jam's theme, Rewind
- Advertised and promoted the finished project to receive ratings and player feedback with the goal of a future update
- Received 14th best ratings overall out of 1846 total submitted games

Diminishing Returns - Design for Media Final

(02/2020 - 03/2020)

- Applied design principals such as value and diminution to a Unity game project through iterative ideation
- Programmed key mechanics and functionality while under design constraints, including moving between 3D space in a flat environment
- Coordinated with partner to complete assets and deliver a functioning prototype before the 5 week deadline