Joshua Pelkington
Gameplay Programmer

✉ jmp583@drexel.edu 📱 848-221-9952 📍 Philadelphia, United States 🖱 joshuapelican.github.io

EDUCATION

Game Design and Production
Drexel University

09/2019 - Present   *Cumulative GPA: 3.86*

Relevant Courses

- Scripting for Games
- Advanced Programming Tools and Techniques
- AI for Games
- Math Foundations in CS

WORK EXPERIENCE

IT Intern & Instructor
Lavner Education

03/2023 - 09/2023

Relevant Experience

- Solved hundreds of time-sensitive technical issues through iterative problem solving
- Taught game-development skills to 5+ campers age 6-10 for 3 weeks
- Navigated fast-paced work environment with fluid work tasks
- Developed and edited engaging STEM curricula for several camps
- Executed an apparel printing workflow

Interactive Game Design Intern
TeachMe TV LLC

03/2022 - 09/2022

Relevant Experience

- Developed viable multi-platform educational activities with feedback from the team and CEO
- 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 and visuals
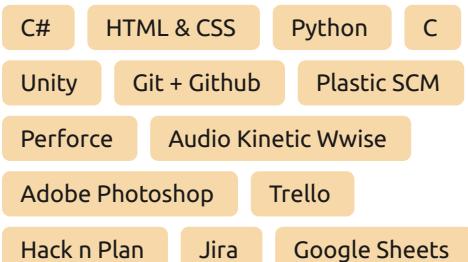
Gameplay Programming Intern
DVNC Tech LLC

03/2021 - 09/2021

Relevant Experience

- 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

SKILLS

C# HTML & CSS Python C

Unity Git + Github Plastic SCM

Perforce Audio Kinetic Wwise

Adobe Photoshop Trello

Hack n Plan Jira Google Sheets

TECHNICAL PROJECTS

Trouble in Tornado Town
(02/2022 - Present) ⬈

- Successfully develop and ship indie game title
- Design and implement core gameplay loops and system architecture
- Oversee programming pipeline and art asset integration
- Optimize performance for physics, rendering and scripts

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

ORGANIZATIONS

Entrepreneurial Game Studio
(11/2019 - Present)
Abducted Monkeys LLC, Lead Programmer

Drexel Cru (09/2019 - Present)
Treasurer 2021 - 2023