

# JOSHUA PELKINGTON

## Game Programmer

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## WORK EXPERIENCE

### Lead Programmer - *Abducted Monkeys LLC*

02/2022 - 2/2024

- Designed and developed game architecture and core gameplay loop
- Optimized physics, rendering, and scripts for 3000+ dynamic objects and destructive physics
- Oversaw and assisted 8+ team members within the programming pipeline
- Developed and shipped [Trouble in Tornado Town](#) with 300+ sales and 2 post-launch updates

### IT Intern & Instructor - *Lavner Education*

03/2023 - 09/2023

- Solved 150+ time-sensitive technical issues through iterative problem-solving
- Taught game-development skills to 5+ campers aged 6-10 for 3 weeks
- Developed and edited engaging STEM curricula for 5+ camps
- Navigated a fast-paced work environment while supporting multiple departments

### Interactive Game Design Intern - *TeachMe TV LLC*

03/2022 - 09/2022

- Developed responsive multi-platform educational activities for the TeachMe TV website
- Adapted educational materials into engaging game mechanics using Unity C#
- Independently established and met milestones to finish 6 projects on schedule
- Iterated on playtest feedback from stakeholders to refine kid-friendly mechanics and visuals

### Gameplay Programming Intern - *DVNC Tech LLC*

03/2021 - 09/2021

- Developed and implemented new enemy AI, items, and status effects for [Monochrome RPG](#)
- Invented creative solutions to complex programming tasks using the team's existing tools & pipelines
- Tested and resolved hundreds of bugs and errors using iterative problem-solving
- Researched existing plug-in documentation to discover solutions to technical challenges

## SKILLS

C#, C++, HTML, CSS, JS, Unity Engine, Adobe Photoshop  
Perforce, Git, Github, Sourcetree, Plastic SCM, Jira, HacknPlan, Trello

## EDUCATION

### B.S. Game Design & Production, Minor in Computer Science - *Drexel University* (GPA: 3.84)

09/2019 - 06/2024

Relevant Coursework: Linear Algebra, Math Foundations in CS, Game Engine Programming, Interactive Graphics, Scripting for Games, AI for Games

## ORGANIZATIONS

### Drexel Cru

Treasurer 09/2021 - 09/2023, Member 09/2019 - PRESENT

### Entrepreneurial Game Studio

Member 11/2019 - 02/2024