

JOSHUA PELKINGTON

Gameplay Programmer

Philadelphia, PA | 848-221-9952 | jmp583@drexel.edu | joshuapelican.github.io | linkedin.com/in/joshua-pelkington

WORK EXPERIENCE

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 age 6-10 for 3 weeks
- Developed and edited engaging STEM curricula for 5+ camps
- Navigated 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 features 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

COMMERCIAL PROJECTS

Trouble in Tornado Town - Abducted Monkeys LLC, Lead Programmer

02/2022 - PRESENT

- Optimized physics, rendering, and scripts for 3000+ dynamic objects and destructive physics
- Designed and developed game architecture and core gameplay loop
- Oversaw and assisted team members within the programming pipeline

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)

03/2023 - 09/2023

Relevant Coursework: Linear Algebra, Math Foundations in CS, Game Engine Programming, Interactive Graphics, Scripting for Games, AI for Games, Advanced Game Design & Production, Games Workshop I & II

ORGANIZATIONS

Drexel Cru

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

Entrepreneurial Game Studio (EGS)

Member 11/2019 - PRESENT