JOSHUA PELKINGTON

Game Programmer

Philadelphia, PA | 848-221-9952 | pelkingtonj@gmail.com | Website | LinkedIn

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)*

03/2023 - 09/2023

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*