



JOSHUA PRICE

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SUMMARY

Software Engineer with a strong foundation in Java, C#, C/C++, and the .NET Framework, who is passionate about designing and optimizing software solutions to drive innovation and efficiency. Proficient with 3D simulations and Vector Calculus, and familiar with tools like Git and Docker. Currently pursuing a Bachelor's degree in Computer Science at Oklahoma State University.

SKILLS

- C#
- C++
- Java
- .NET Framework
- Object-Oriented Programming (OOP)
- Data Structures
- Web Development - HTML / CSS / JavaScript
- Code Review / Code Report / Code Analysis

EDUCATION

Bachelor's Degree (In-Progress): Computer Science
Oklahoma State University

Expected Graduation Date: **05/2026**

GPA: 3.2

- Additional Coursework in **Vector Calculus & C#** Programming.
- **Association for Computing Machinery** Member, 2024
- **Research:** Use of AI in Game Dev (Unity AI Navigation Implementation)

PROJECTS

C# & .NET Development / Video Game Project

<https://github.com/VGD2024-OKSTATE/game-group-project-group4>

- A partner and I developed, from conception to final prototype, a video game.
- My role was to write all the C# scripts found in the project. This allowed me to work on skills like mathematics for 3D graphics, and game logic.

Drone Remote Control Simulation / Java

- Developed a Java-based controller for a professor-designed drone simulation, implementing real-time user input handling.

Reverse Polish Calculator / C++

https://github.com/JoshuaPrice13/Reverse_Polish_Calculator

- Implemented a stack-based algorithm using C++ pointers and data structures, optimizing memory efficiency.