Joshua Tomasso

Game Dev

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SUMMARY

Game development graduate with hands-on experience building multiplayer systems, AI, UI/UX, and backend tools across Unity and Unreal Engine 5. Proven ability to deliver complete features under tight game jam timelines in collaborative team environments. Proficient in C++, C#, and Python with a strong foundation in networking, audio systems, and QA support.

SKILLS

- Languages: C++, C#, JavaScript, Python, Assembly, MIPS
- Tools & Version Control: Git, GitHub, Perforce
- Engines & IDEs: Unreal Engine 5.4, Unity, Visual Studio
- Networking: Netcode for GameObjects, Unity Lobby & Relay, Wireshark

EXPERIENCE

Multiplayer Programmer   February 2026 - February 2026
Game Jam- Full Sail University
- *Unity / C# - First-Person Shooter*.
- Implemented full multiplayer functionality using Unity's Netcode for GameObjects, Lobby, and Relay services.
- Migrated an existing single-player game to a networked multiplayer experience.

UI & AI Programmer   December 2025 - January 2026
Game Jam- Full Sail University
- *Unreal Engine 5.4 / C++ - First-Person Momentum Speedrunner*.
- Designed and implemented UI systems including key binding menus and a settings menu with persistent save/load functionality across map transitions.
- Developed an AI enemy with player-tracking behavior and physics-based ragdoll death animations triggered by impact velocity.

Backend & Gameplay Programmer   December 2024 - December 2024
Game Jam- Full Sail University
- *Unity / C# - First-Person Shooter*.
- Developed core player movement mechanics and game manager tooling to support team-wide development workflows.
- Implemented a team-based AI system enabling enemies to target specific opposing factions.

Audio Programmer & QA Support   January 2024 - January 2024
Game Jam- Full Sail University
- *Unity / C# - Top-Down Rogue Shooter*.
- Built a dynamic 3D audio system to play context-specific sound clips for each in-game action.
- Collaborated cross-functionally with teammates to identify, reproduce, and resolve bugs throughout development cycles.

EDUCATION

Bachelor of Science in Game Development (B.S.)   March 2026
Full Sail University, Winter Park, FL
GPA - 3.3.