Joshuah Boardman

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 https://github.com/JoshuahBoardman

 https://www.linkedin.com/in/joshuahboardman/

ABOUT ME

A developer with a passion for writing clean code and a desire to work on meaningful projects. Driven to provide value to my team and expand my skill-set/understanding.

PROJECTS

Donkey Kong Clone: Recreated the original Donkey Kong arcade game from scratch using C# and the unity game engine.
- Used ray tracing and line tracing to acquire information.
- Implemented UI and menus for the application.

Tower Defense Game: Created a tower defense game with the limitation of having a small set of recyclable towers using C# and the unity game engine.
- Employed breadth first pathfinding into a node based system.
- Used coroutines to spawn enemies.

Rocket Ship Game: Created a game where you play as a spacecraft trying to reach a landing pad on the other side of the stage using C# and the unity game engine.
- Manipulated the characters movement state based on player input.
- Created a scene loading system.

Portfolio - https://joshuahboardman.github.io/

SKILLS

Technical skills -
- C#
- CSS3
- PHP
- Visual Studio/ Visual Studio Code
- HTML5
- JavaScript
- Git

Professional Skills -
- Problem Solver
- Communication
- Determined
- Adaptive
- Avid Learner
- Teamwork
- Goal-oriented
- Patient

EDUCATION

High School Diploma - 3.0 GPA

Complete Web Developer Course - From: StudioWeb
- Taught: HTML5, CSS3, JavaScript and PHP

Udemy: Complete C# Unity Game Developer 3D Course - From: GameDev.tv Team

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To whom it may concern,

Software development is like painting a picture. Just because you know how to use a paint brush doesn't make you a good artist. You need to know how to use those paints and brushes at the right times for the right purposes. Similarly, knowing a language or a framework doesn't make you a good software developer—the ability to adapt, work effectively with the team, learn on the fly, and strategically problem solve does.

I'm passionate about computer information technology—especially programming and creating innovative software. Originally, I got into programming for developing games; however, after learning to program in C#, I realized that I had a passion for creating code to efficiently solve real problems for real world applications. Most of my experience is in C#; however, I have been learning the web stack (e.g., HTML5, CSS3, JavaScript and PHP) to develop non-game applications.

I am excited about i3 and the applications and technology solutions it's creating for solving challenging problems and I would like to contribute to the company's success. My passion for coding, solid soft skills, and problem-solving tenacity will add value and capability for creating a winning development team.

My girlfriend works at the company, and I've had the opportunity to attend multiple i3 events (e.g., Trash Panda games). I have really enjoyed everyone I have talked to from the company and I appreciate the culture that i3 cultivates. I have heard nothing but great things from my girlfriend, and I can see myself working successfully at i3.

Even though there are a lot of things I don't know now, I am confident in my ability to rapidly learn what is needed to get the job done—on target and on time. I believe I have the skills and desire that you are seeking for a capable i3 software developer.

I appreciate your time, please contact me at joshuahboardman@gmail.com or (864)414-8358 I look forward to hearing back from you.

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