

Joshua Varghese

Game Programmer

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Award winning game programmer with 5 years of coding experience including practical knowledge of Unity, C#, Python, C++, and SQL.

PROJECTS/ WORK EXPERIENCE

Tuna Melt Media (Reverex)

Programming Lead September 2023 - April 2024 (8 months)

St. Catharines, Ontario

- Worked on Reverex (2 Player Asymmetric Game) as Programming Lead, collaborating with 8 other students on a daily basis.
- Responsible for script creation and programming team management with 4 months of pre production time and 12 weeks of production time.
- Created all gameplay for second player including custom managers and minigames.
- Integrated database code for leaderboard/ time tracking.
- Integrated Gaussian Splat Technology with Unity Engine.
- Created the first prototype of Custom Gravity Field Mechanics.
- **3rd Place Winner for Technical Innovation at Level Up Student Showcase 2024.**
- Released on itch.io for PC with expected official full Steam game release upcoming.
- **Skills Used:** C#, Unity, SQLITE, QA

Tuna Melt Media (Reverex: DX)

Programming Lead August 2024 - Present

St. Catharines, Ontario

- Working on a networked version of the original Reverex game. Releasing on Steam December 2024.
- Creating custom state machines to track game states and players across a network.
- Overseeing the remastering of old scripts and integrating new scripted network functionality.
- Overseeing sprint deadlines and coordinating with other department leads to meet set deadlines.
- **Skills Used:** C#, Unity, Steam API (P2P)

Slugworks (Green Thing From The Planet Jupiter)

Programming Lead September 2024 - Present

St. Catharines, Ontario

- Green Thing from the Planet Jupiter is a two-player competitive cat-and-mouse chase game. Releasing on Steam April 2025.
- Overseeing programmers tasks, creating sprint deadlines and coordinating with department leads to meet set deadlines.
- Created state machines for unique customizable character movement.
- Created UI/UX for tracking progress during game play.
- Drafted Technical Design Documents (TDD) outlining different systems and functionality.
- **Skills Used:** C#, Unity

EDUCATION

Bachelor of Science (Honours) - Computer Science

Brock University, St. Catharines, Ontario

September 2021 - Present

Advanced Diploma in Game Development

Niagara College, Welland, Ontario

September 2021 - Present

HONOURS & AWARDS

Level Up 2024 - 3rd Place Technical Innovation (AMD), Dean's Honour List (2022), President's Honour Roll (2022-2024)