

Joshua Morgan Moskowitz

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EDUCATION

SUNY Polytechnic Institute – Utica, NY **May 2021**

- Bachelor of Arts, Interactive Media and Game Design; Cumulative GPA: 3.19
- Dean's List (Fall 2018, Fall 2019, Spring 2020, Fall 2020)
- Relevant Courses: Intro to Video Game Design and Culture, Intro to Character Design and Development, Game Design Studio, Professional Game Productions, Gamification

BOCES Career and Technical Center – Goshen, NY **May 2017**

- Certificate of Career Studies: Computer Programming

EXPERIENCE

Equilibrium Brewery – New Hampton, NY

Retail Associate / Canning Line Operator

Dec 2021 - Mar 2022

- Provided quality customer service in a professional manner.
- Efficiently canned and packed about \$48,000 worth of craft beer in a fast-paced, team environment.
- Demonstrated an ability to quickly adapt to a new role.

SUNY Polytechnic Institute – Utica, NY

Technical Assistant

Feb 2018 – May 2021

- Organized, gathered, and distributed technical equipment throughout campus.
- Provided customers with equipment setup and teardown.
- Accommodated specific requests of professors and clubs on campus.

Tommy Hilfiger – Central Valley, NY

Sales Floor Associate

June 2018 - May 2020

- Maintained current store, product, and promotional knowledge to drive consistent sales.
- Provided every customer with professional and polite support for sales and service needs.
- Restocked shelves, racks, and tables with the latest merchandise.

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

Dungeons and Dragons 5th Edition - Remote

Dungeon Master

Apr 2020 – Present

- Drafted and designed 2 expansive worlds, filled with unique characters, items, and areas using D&D 5th Edition as a guide.
- Recruited groups of 5 to 7 peers to meet up for weekly 2+ hour game sessions.
- Currently narrating, planning, and managing compelling stories for my peers, improvising accordingly when unexpected events occur.

Twisted Monkey - Remote

Level Designer

Feb 2022 – Present

- Designing 2D levels that drive the vision of the game and game systems.
- Working with other members of the team to help ensure a clear vision of the game.
- Acquired knowledge about level design, blockchain, back-end programming, and quality assurance testing.

Boy Scouts of America - Goshen, NY

Eagle Scout

Oct 2010 – May 2017

- Coordinated 22 scouts and leaders to pick up toiletry donations from various locations in Orange County for 2 months. Afterward, organized the donations into 62 care packages and 15+ boxes and delivered them to HONOR (Helping Others Needing Our Resources).
- Held the position of patrol leader of 3 different groups of 8-12 scouts for 3 years.

SKILLS & INTERESTS

Skills: Creativity, Leadership, Organizational and Time Management, Programming, Communication, Pixel Art, Unity, Adobe Photoshop, QA

Interests: Video Games, Music, Traveling, Spirituality, Reading, Magic: The Gathering, Personal Fitness