# JOSH WIDBY

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## Education

**California State Polytechnic University, Pomona**                        **2022 – Present**
*Bachelor of Science in Computer Science*                                            *GPA: 3.81*

## Relevant Coursework

- **Game Development**
- **C++ Programming**
- **Systems Programming**
- **Analysis of Algorithms**
- Data Structures
- Software Engineering
- Computer Architecture
- Programming Languages
- Formal Languages
- Computers and Society

## Experience

**Naval Surface Warfare Center Corona**       **June 2024 – August 2024, June 2025 – Present**
*Intern*                                                                              *Norco, CA*
- Enhanced control usability by integrating keyboard input into legacy systems, improving user experience (UX) and system accessibility.
- Developed real-time computer vision system using YOLO for object detection.
- Collaborated in daily standups and weekly department reviews, contributing to agile software upgrades.
- Presented complex project progress to senior command, demonstrating communication skills essential for instruction.

**CalPoly Pomona Digital Humanities Consortium**                     **August 2025 - Present**
*Student Fellow*                                                                    *Pomona, CA*
- Designed and led workshops, for students and faculty, including sessions focused on game development, video editing, and ethical AI usage.
- Supported faculty discussions on AI ethics, bias, and societal implications of artificial intelligence.

**Level-1 Startup**                                              **June 2025 - September 2025**
*Software Engineer*                                                                      *Remote*
- Built AI-powered game tooling agent that generated Godot game files from natural language prompts, focusing on gameplay systems and code readability.
- Designed an AI agent to procedurally generate Godot game files and gdscript gameplay functions from natural language, streamlining game prototyping workflow.
- Emphasized code readability, input validation, and error handling while developing core game-generation logic, ensuring maintainable and safe systems.

## Game Dev & Technical Skills

**Game Engines/Frameworks**: **Unity** (Fluent, C#), **Unreal Engine** (Proficient, C++), Godot, Lovable
**Programming**: **C# (Primary)**, Python, Java, **C++**, JavaScript, SQL
**3D & Art Tools**: Blender, Maya, Photoshop/Illustrator
**Systems/Tools**: AWS, MongoDB, Git/GitHub, Microsoft SQL Server Manager

## Honors & Leadership Roles

- Dean's List (multiple semesters)
- President's List (multiple school years)
- CPP Game Dev Club Team Leader (Circle of Growth)
- 1-Day Game Tester (Obsidian Entertainment)

## Game Development & Technical Projects

**<u>Alter</u>** | *Unity, C#, Photoshop, Top-Down Action*                              **April 2025**
- Designed and implemented the core combat loop for a top-down, endless action game in Unity (C#), featuring a novel randomized ability system to drive replayability and dynamic combat encounters with enemies.

**Clipped Wings** | *Unity, C#, 3D Puzzle Platformer*                                    **May 2025**
- Designed and implemented the core "Anxiety System" for a 3D Puzzle-Platformer, utilizing mechanics (e.g., blocking, denial, and anger-based wall breaking) that directly mapped to the five stages of grief (thematic design).
- Developed full suite of C# gameplay systems in Unity, including the Movement System, Dialogue System, Puzzle Mechanics, and Player Save System, demonstrating end-to-end prototyping capability for a solo project.

**Indiana Sawyer: Curse of the Blood Banana** | *Unity, C#, 2D Puzzle Platformer*   **August 2024 – December 2024**
- Designed and implemented the core "Flashlight Mechanic" in Unity (C#), which served as the primary system for player interaction, integrating it into puzzles, trap visibility, and revealing crucial level elements.
- Authored and programmed detailed Level Designs and Puzzle Designs for a 2D Puzzle-Platformer, leveraging custom Dialogue, Death/Respawn, and Trap systems.