



Joshua D. Nguyen

Software Developer | Unity Developer |
DevOps Analyst



Experience

2021-02 -
present

Unity Developer

KCI Media7

- Plan and implement game functionality for a startup company.
- Design, test, and deploy apps in the Android/iOS environment.
- Work with 3D building programs such as 3DS Maya/Max and Blender.
- Transform design specification into functional games within the mobile development space.
- Collaborate with other team members that are Unity Game Developers and UX/UI designers.
- Establish effective strategy and development pipeline and networking tools.
- Design, build and maintain efficient, reusable, and reliable code.☆☆

2020-02 -
2020-11

DevOps Support Analyst/Jr. Software Developer

Cornerstone Home Lending

- Providing support and assistance for key Tools and Services used by Software Developers, Testers and Operations to drive cross-team efficiencies.
- Provide support to incident escalation queue.
- Manage initiative tasks assigned in Jira.
- Work within Visual Studio IDE and the source code repository for better quality and stability for production.
- Establish SQL query in Microsoft SQL Server Management Studio to update and delete records when needed in support tickets.
- Provide feedback and necessary support on the software development process from other team members.
- Perform configuration & nonfunctional changes from other non-technical team members.
- Plan and undertake scheduled maintenance activities (Quality of Life).
- Engage with an Agile/SCRUM methodology in the enterprise environment.
- Develop and manage CI/CD Pipelines in Microsoft's Azure DevOps in order to maintain Dev/Test/Production environment efficiently.

2018-10 -
2018-11

Web Developer Intern

Fruition Technology Labs

- Build a home page website using the latest web technology such as HTML5, CSS3, and JavaScript.
- Collaborate with other non-programmers and marketing team to get customers to attract to our website.

2017-09 -
2017-12

Software Developer Intern

White Code Labs

- Programming C# .NET Projects and Apps for clients' needed expectations
- Perform software testing in case of debugging and errors.
- Using the latest software tools such as Docker and Visual Studios 2017 to maintain containers to clients and compile unique software.



Personal Info

E-mail

joshua@twinb0rnsoft.com

GitHub

<https://github.com/ReckoningHero>

WWW

<http://www.twinb0rnsoft.com>

LinkedIn

<https://www.linkedin.com/in/twinb0rn/>



Skills

C++, C# ,.NET Development, Java, SQL, and Python (Application/Software Development)

Unreal Engine 4, Unity, 3D Max/Maya (Game Development and 3D Modeling)

Jekyll , JavaScript, HTML5, and CSS3 (Web Development)

Scrum, Agile Methodology, Communication, Jira, Confluence (Team Collaboration)



Portfolio

Arduino Unity Project: Educate users to learn the basics of Arduino in a short span of time with Unity3D.

- TEAM PROJECT: Credit for First person mechanism and Room scene(Physics, Tables, and player's movement)

<https://www.twinb0rnsoft.com/Portfolio/>

- Assist and self-reliant in performing tasks and learning new soft skills on the job.



Education

2019-12



University of Houston Victoria (Katy Campus), Bachelor of Science in Computer Science

Katy, Texas

- Graduated in the Fall of 2019 (December 14th 2019)



Certificates

2021-01



AZ-900 Microsoft Azure Fundamentals