

# Joshua Desroches

Ajax, Ontario

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Software Engineering Technology student with a specialization in Game Programming and a keen interest in turning creative ideas into working software. Hands-on experience with Unity, C#, and full-stack web development, backed by strong academic performance. Eager to contribute to a development team where problem-solving, design, and collaboration are key.

## Technical Skills

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- **Programming Languages:** C#, Java, HTML, CSS, JavaScript, Python, SQL, JSON, Shell Scripting, C++.
- **Tools & Technologies:** Unity (2D/3D), Unreal Engine, GIMP, Blender, Visual Studio, Eclipse, GitHub, Oracle Database Express.
- **Design & Media:** Interface design, character animation, Wondershare Filmora, Photoshop Express.
- **Development Methodologies:** Agile development, Scrum, Unified Modeling Language.
- **Soft Skills:** Strong problem-solving and critical thinking abilities, effective in both team-based and independent work environments.
- **Other Software:** Microsoft Office Suite, Google Apps Suite, Visio, Visual Paradigm, MS Teams, Zoom.

## Education

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### Game Programming (Co-op) Advanced Diploma

Centennial College, Scarborough, ON

Sept. 2023 - Present

4.0/4.5 (A) GPA

#### *Relevant Courses:*

C# Programming

Software Requirements & Design

C++ Unreal Engine

Linux Operating Systems

Testing & Quality Assurance

Game Development

Client-side Web Development

Database Concepts (SQL)

Java Programming

## Projects & Technical Experience

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### Pharmaceutical E-Commerce Database - MySQL

- Designed and developed an e-commerce database tailored for a pharmaceutical company using MySQL.
- Created an ER diagram to model and structure relationships between entities.
- Focused on data integrity and query optimization for real-world utilization.

### Solaridon - Unity/C# Puzzle Shooter Game

- Developed in Unity 2D, using C# as part of a 4-person team.
- Implemented AI enemy behavior, quest systems, player combat mechanics, and level progression.
- Integrated third-party assets and created multiple gameplay systems to support project flow.

### Backrooms into the Subrooms - Java Adventure Game

- Developed using JavaFX and core Java libraries.
- Built a custom GUI to provide responsive and interactive gameplay.
- Integrated randomized encounters, and dynamic event triggers to allow for replayability.

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## Work Experience

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**Peak Front-End Loader** | Lowes/Rona, Pickering, ON **Aug. 2022 - Present**

- Retrieve customer orders and load into their vehicle(s), providing courteous customer service.
- Assist other associates in various departments as needed, including merchandising, stock management support and front-line customer service.
- Help build a safe and healthy work environment by building positive professional relationships with associates and customers.

**Sales Associate** | We Got Gamez, Ajax, ON **Feb. 2023 - Dec. 2023**

- Test and clean video game systems and accessories for re-sale.
- Provide friendly and informative customer service, providing information about various systems and recommending game products based on individualized age, interest and budget.
- Use the Point of Sales system to process customer transactions.
- Maintain store appearance and inventory, including following loss prevention processes.