Joshua Leong

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Objective

Seeking a game design Co-op using experience in Python, C#, Unity, GMS2 as well as working in group coding projects using remote repositories. Available May 2024 - August 2024.

Education

Rochester Institute of Technology: Rochester, NY

- Golisano College of Computing and Information Sciences
- Bachelor of Science, Game Design and Development
- Cumulative GPA: 3.61
- Dean's List (2022 & 2023)

Skills

- **Languages:** C#, Python, Java, HTML, CSS, JavaScript, Game Maker Language
- **Programs:** Visual Studio, VS Code, GitHub, Axure, Game Maker Studio 2, Unity, Maya Autodesk 2024, Adobe Photoshop, Gimp, DaVinci Resolve, Word, Excel

Projects

Metroidvania Vertical Slice (Personal Project)   March 2022 – May 2022
- Created a vertical slice of a platformer over the course of 2 months in **Game Maker Studio 2** with a team of 2.
- Designed the overall gameplay and levels, programmed various gameplay systems in **Game Maker Language** including textboxes, currency, character progression, music manager, and some enemies.

Sword Rush (Academic Project)   January 2023 – May 2023
- Created a dungeon crawling roguelike in **C# MonoGame** with a team of 4 over ~4 months; players defeat waves of enemies by moving only with your attacks, gain experience and unlock random buffs.
- Managed the project direction by consolidating ideas and setting tasks, and designed levels. Coded collision, level objects, shop menu, file management, external level editor, custom grid positioning system, and texture tiling.

Card Finder Website (Academic Project)   November 2023
- Utilized **HTML, CSS, and JavaScript** to create an interactive website that fetches Magic: The Gathering cards based on user specifications using the Scryfall **API.**

Portfolio Website (Academic Project)   October 2023 – November 2023
- Created a Portfolio Website using **HTML and CSS** to display my projects and resume. Designed the layout, look, and features with **Axure** as a prototyping software.

Experience

RIT Dining Staff   February 2023 – Present (Rochester NY)
- Interact with customers and provide services based on customer request.
- Learned to be versatile and quick to adapt in a variety of positions including food prep, dishwashing, and dining area staff (cleaning, helping customers).

CVS Cashier   June – August 2023 (Honolulu HI)
- Worked as a cashier and floor clerk to provide excellent customer service in a fast-paced work environment.
- Worked in teams for reorganization during store renovations and restocking.
- Worked independently while working with customers and handled problems such as computer malfunctions and unhappy customers.

Volunteer Work

Wilson Elementary School Teacher's Aide   June – August 2019 (Honolulu HI)
- Served for an entire summer semester as a teacher's assistant assigned to aid children from pre-k to 5th grade.
- Assisted various teachers in lesson preparation (typically English and Art), answered student questions during discussion and work times, and provided school faculty with an extra pair of hands.