

# Joshua Penn-Pierson

Portland, OR - Email me on Indeed: [indeed.com/r/Joshua-Penn-Pierson/42471eda5b9037bd](https://www.indeed.com/r/Joshua-Penn-Pierson/42471eda5b9037bd)

Willing to relocate to: Washington State - California

Authorized to work in the US for any employer

## WORK EXPERIENCE

### Game Developer

- October 2016 to Present

The True Slime King—[www.indiedb.com/games/the-true-slime-king](http://www.indiedb.com/games/the-true-slime-king)

2d puzzle platformer made with GameMaker Studio using Game Maker Language

- Features a replay system that supports 100s of concurrent replays, over 100 hand made levels that teach the game mechanics without a written tutorial, procedurally generated levels, menus, options, user profile save files.
- Conducted user research and implemented features based on feedback to provide a more intuitive and experience with a fun difficulty curve for a game with high replayability.
- Created automation scripts for the following for autotiling graphics, custom graphical fonts, and more, increasing ease of prototyping and significantly shorten development time.

### Software Developer

- July 2014 to December 2016

FL Studio Batch Exporter—[www.github.com/BflySamurai/Batch-FLP-to-MP3](http://www.github.com/BflySamurai/Batch-FLP-to-MP3)

GUI interface for batch exporting FL project files to MP3 files

- Originally created July 2014 to turn a 10 hour manual MP3 exporting job into an automated process (saving hours of work any time I needed to export multiple songs).
- Updated December 2016 (as requested by community) to be more intuitive, more user friendly, less buggy, and with additional features (export destination selection) that save the user additional time when batch exporting.

### Package Handler

United Parcel Service - Portland, OR - May 2014 to May 2015

- Provided swift and efficient movement of packages around the hub with exceptional care (unloading trailers, loading trailers, sorting, etc.).
- Aided other teams with their workload to ensure the entire hub ran as smooth as possible. Coordinated, motivated, and aided team members to ensure our team's area ran as smooth as possible. Helped train new hires.
- Consistently achieved high safety, quality, and productivity scores.

## SKILLS

css (1 year), GameMaker Studio (6 years), Git (1 year), html (1 year), Python (3 years), Autohotkey (2 years), Javascript (1 year), Wordpress (3 years), PHP (1 year), SQL (Less than 1 year), Windows (10+ years), Linux (1 year), Mac OS X (1 year)

## LINKS

<http://penndpierson.com>

<https://github.com/BflySamurai>

<https://www.hackerrank.com/BflySamurai>