

# Joshua Graving

**Bowling Green, Ohio - Game Programmer - Emblazon Games**

Bowling Green, OH - Email me on Indeed: [indeed.com/r/Joshua-Graving/17d230a00116d505](https://www.indeed.com/r/Joshua-Graving/17d230a00116d505)

Seeking a Computer Science related co-op/internship experience to connect with classroom knowledge, and use this new

understanding to benefit any present or future companies as greatly as possible.

Willing to relocate to: Philadelphia, PA - Columbus, OH - Cleveland, OH

Authorized to work in the US for any employer

## WORK EXPERIENCE

### **Bowling Green, Ohio - Game Programmer**

Emblazon Games - Bowling Green, OH - December 2016 to Present

- Build code using C# for the video game Gods of Prey for PC users
- Collaborate with programmers, animators, and music composers on design elements
- Test functionality and access in order to make improvements
- Coordinate with game developer on project deadlines, tasks, and ideas

### **Tester, Freelance/Volunteer**

Alpha and Beta - March 2010 to Present

- Test video games that are in early or late Alpha and Beta stages
- Take notes of various bugs, issues and, general flow of the game
- Communicate with the developer about these notes to make improvements

## EDUCATION

### **Bachelor of Science in Computer Science**

Bowling Green State University - Bowling Green, OH

August 2017

## SKILLS

AJAX (Less than 1 year), C++ (Less than 1 year), CSS (Less than 1 year), Erlang (Less than 1 year), HTML5 (Less than 1 year)

## ADDITIONAL INFORMATION

### TECHNICAL SKILLS

Programming Style: Agile

Languages: C++, Ruby, Io, Scala, Erlang, Prolog, Lua, HTML5, CSS, Java-Script, JQuery, PHP, SQLite, AJAX, JSON, XML

Familiar Software: Unity, Unreal Engine 4, GitLab, GitHub, Unix, Visual Studios, Slack, Microsoft Office