Joshua Jennings

Software Developer - Intelligent Automation, Inc

North Bethesda, MD - Email me on Indeed: indeed.com/r/Joshua-Jennings/9d597f24e2b14899

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Programmer (Volunteer)

MAGFest - Music and Gaming Festival - 2016 to Present

Created mixed-reality game content for the MAGFest Versus stage production.

Software Developer

Intelligent Automation, Inc - Rockville, MD - October 2012 to Present

Developed a wide variety of educational, assessment and training games and software for various clients, including the CDC, ETS, NAEP, and the military, including but not limited to: a multiplayer networked social game, a third person sandbox adventure game, and various educational assessment tasks developed in the Unity game engine.

Software developed at Intelligent Automation, Inc.

• Empires of Fortune: Multiplayer online game and virtual laboratory

Empires of Fortune is a scalable multiplayer online real-time strategy game intended for controlled behavioral experiments regarding collective identity and intra-group conflict. Using Unity3D and C# script, I implemented art, sound, and animation assets provided by our artists and other team members, and developed various features for the game, including gameplay logic, network backend, and database interactions, utilizing various technologies such as Unity 3D, Photon Unity Networking, and SQLite.

• Kicking Butts: An open-world third-person adventure game using motion-controlled technology

Kicking Butts is a mission-based, non-linear adventure game created for the PERSEVERE project for immersive, game-based addiction treatment. In this game, players control a personalized avatar that embarks on missions that help them practice aversion gestures and increase abstinence self-efficacy. Using Unity3D and C# script I implemented art, sound, and animation assets provided by our artists and other team members, and developed various features for the game, including the avatar personalization logic, database backend, and the gameplay logic for the minigames/missions utilizing the Microsoft Kinect motion controller.

• SimScientists Food Web Game: A non-linear science assessment game

SimScientists Food Web Game is a non-linear puzzle and exploration game
designed to assess students' understanding of energy and matter flow within an ecosystem. In this game, students gather evidence of organisms'
connections to each other by photographing them within their environments,
and construct a food web diagram with said evidence. Using Unity3D and C# script, I implemented art, sound, and animation assets provided by our
artists and other team members, and developed various features for the game, including general gameplay logic. This game was a finalist at the
ITSEC Serious Games Challenge.

• Solve the Outbreak: An investigative health awareness game

Solve the Outbreak is a mobile game by the CDC that tasks players with investigating the causes of various disease outbreaks. I helped port the
game from its native iOS to Android, using web technologies (HTML5,
JavaScript, CSS3) with Cordova/PhoneGap. I used various JS libraries to help achieve the game's various features, including jQuery, Backbone.js,
Require.js, and Hammer.js.

• Other software developed

1. Unity3D games for educational assessment.
2. Unity prototype for a tablet-based interactive technical manual.
3. Cordova/HTML5 prototype for an interactive technical manual.
4. Non-linear educational assessment game with the Construct 2 game
engine.
5. Medical applications for tinnitus and medication tracking using (HTML5,
JavaScript, CSS3) with Cordova/PhoneGap.

EDUCATION

Bachelor of Science in Computer Science in Game Development

Columbus State University
September 2008 to 2012

SKILLS

C# (5 years), Unity (5 years), Unity 2D (5 years), HTML (5 years), HTML 5 (5 years), Javascript (5 years), CSS (5 years), CSS3 (5 years), JQuery (5 years), Construct 2 (1 year), Java (4 years), JIRA (2 years), Git (5 years), SVN (5 years), C++ (1 year), C (1 year)