Josh Stephens
Software and Game Developer

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About Me

I am an engineer who loves finding simple and innovative solutions to complex problems. I enjoy learning about new technologies, and want to keep growing my skills to be the best developer I can be. I want to work with great people and help make great products.

Portfolio Website

josh.games/#/portfolio

Technologies

Javascript
React
C#
C++
.Net
OpenGL

Technical Skills

Web Development
UI Programming
Gamplay Programming
AI Programming

Development Tools

Unity Game Engine
Unreal Game Engine
Visual Studio

Education

Neumont University
B.S. in Software and Game Development
Graduated: Sep 2017
GPA: 3.97

Project Experience

Full Stack Software Engineer, Tech Lead
Dealersocket
September 2017 – Present

Description: Leading a team of engineers to develop innovative automotive software solutions for Dealersocket's flagship CRM product.

Responsibilities:
- Implementing many new core features to CRM platform.
- Helped to modernize many older products into newer technologies with new modern designs
- Resolve hundreds of production defects to help maintain quality.

Software Engineering Internship
International Game Technology (IGT)
June 2017 – September 2017

Description: Worked over a 10 week internship to build a tool to automate the process of implementing game rules screens into Unity.

Responsibilities:
- Created editor Scripts to help artist streamline UI Creation.
- Made a tool that parses a word documents that contain rules for games.
- Helped save artists 30-50 hours per game.

Software Engineering Internship
Boom Startup
Apr 2017 – June 2017

Description: Worked over a 10 week internship to help develop Boom Startup's Startup Mentorship Website.

Responsibilities:
- Added various new features to existing online platform.
- Identified and fixed bugs and issues.

Gameplay Programmer Internship
Neumont University
Jan 2017 – Mar 2017

Description: Worked over a 10 week internship to build a mobile 3D physics-based RPG called Burst Fighters.

Responsibilities:
- Implemented core gameplay systems.
- Designed 15 unique 3D battle arenas.
- Optimized performance for Android platform.

Lead Game Designer, Gameplay Programmer
Holo Defender
May 2017 – June 2017

Description: Worked with a team of engineers to develop a proof of concept for an augmented reality tower defense game.

Responsibilities:
- Led a team to design and develop a game in 4 weeks.
- Created 3D User Interface designed specifically for augmented reality.
- Designed and developed 6 unique tower designs.