



Joshua Stephens

Software and Game Developer

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Technologies

C#
C++
Javascript
.Net
React

Technical Skills

AI Programming
Gamplay Programming
UI Programming
Web Development

Development Tools

Unity Game Engine
Unreal Game Engine
Visual Studio

Education

Neumont University
*B.S. in Software and Game
Development*
September 2017
Summa Cum Laude
GPA: 3.97

Portfolio

www.josh.games/portfolio

Project Experience

Full Stack Software Engineer

Dealersocket

September 2017 – Present

Description: Dealersocket is accompany that develops Automated Software.

Responsibilities:

- Implementing new features and enhancements to CRM tool.
- Fixing defects, and removing customer pain.

Team Leader, Software Engineer

International Game Technology (IGT)

Neumont University Collaborative Project

June 2017 – September 2017

Description: IGT is an international gaming company.

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 Engineer

Boom Startup

Neumont University Collaborative Project

Apr 2017 – June 2017

Technologies: PHP, Javascript, CSS, Ajax

Description: Boom Startup is a lean startup accelerator program.

Responsibilities:

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

Lead Game Designer, Gameplay Programmer

Holo Defender

www.josh.games/2017/06/10/holo-defender/

May 2017 – June 2017

Description: Holo Defender is a tower defense for the Microsoft Hololens.

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.

Gameplay Programmer, Level Designer

Burst Fighters

www.josh.games/2017/02/19/burst-fighters/

Neumont University Collaborative Project

Jan 2017 – Mar 2017

Description: Burst Fighters is a published mobile 3D physics-based RPG.

Responsibilities:

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