



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
Graduated: Sep 2017
GPA: 3.97

Portfolio

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.