

# Joel Shuart

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(703) 881-1121

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**Skills |** *Languages:* C++, C#, Javascript, HTML, CSS, SPL

*Technologies:* Unity, Photoshop, Illustrator, Splunk, Flash, Powerpoint, Word, Maya

**Education |** [Aug 2014 – Dec 2018] Rochester Institute of Technology

*Bachelors of Science in Game Design and Development*

Minor in Psychology

Graduated Cum Laude (3.41 GPA)

**Portfolio |** More projects and info listed on my website [newest -> oldest]

*The Floor is Lava* [C#] [Unity] [Networked]

- 3 Person Team
- 14 week project
- Gameplay, Networking, Shader, and UI Programming
- Networked multiplayer competitive platformer based on childhood game

*Castle SilVR* [C#] [Unity] [Windows MR/VR]

- 9 Person Team (4 art, 5 design and programming)
- 14 week project for ImagineRIT 2018
- Presented at RIT President's Alumni Ball 2018
- Lead Programmer; VR Controls, gameplay, and UI Programming
- VR Puzzle/Stealth game: Help a thief rob a castle and get out undetected

*BlackFeather* [C#] [Unity]

- 8 Person Team (3 art, 5 design and programming)
- 7~ week project for ImagineRIT 2017
- Level Design, Game Design, User Interface, Initial Architecture, Sound
- Pirate themed competitive, Fast-paced, platformer, race

*Silver Echo* [C#] [Unity]

- 5 Person team for Global Game Jam 2017
- Architecture, Level Design, and Game Mechanics
- 3<sup>rd</sup> Person Stealth game where you can't see enemies and must 'ping' to see them
- [globalgamejam.org/2017/games/silver-echo](http://globalgamejam.org/2017/games/silver-echo)

**Experience |**

[August 21, 2017 – December 15, 2017] Diebold Nixdorf

- *Software Engineering Intern*
- Data Analytics and Visualization
- Software Engineering
- Technologies: Splunk, Javascript, XML, C#, Unity, AR Kit

[September 4, 2015 – December 7, 2018] Salsarita's Cantina and Grille @ RIT

- Customer Service
- Communication Skills

[www.linkedin.com/in/joelshuart](http://www.linkedin.com/in/joelshuart)

<https://github.com/jayshuart>