# Joel Shuart

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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*

**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
- 3rd Person Stealth game where you can't see enemies and must 'ping' to see them
- 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 – May 18, 2017] Salsarita's Cantina and Grille @ RIT
- Customer Service
- Communication Skills

www.linkedin.com/in/joelshuart
https://github.com/jayshuart