Joel Shuart

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Skills | *Languages:* Javascript, Haxe, C++, C#, HTML, CSS, SPL
Technologies: Phaser3, Unity, Node.js, Webpack, Photoshop, Illustrator, Splunk, Powerpoint, Word, Maya
Other: Optimization Techniques, Project Management, Documentation, Quality Assurance

Education | **Rochester Institute of Technology** [Graduated 2019] [Cum Laude]
Bachelors of Science in Game Design and Development - Minor in Psychology

Experience |

[May 3, 2019 – Current] Workinman Interactive - *Developer*
- Worked through the full cycle of development and game design on 12+ projects, often as sole developer. For a number of companies such a Noggin (Nickelodeon) and Disney
- Created and maintained our internal Phaser 3 engine wrapper by making the build pipeline, added core features, helper utilities, and eased workflow
- Created new internal tools, as well as updated existing ones, to assist in production
- Maintained Live Unity game with monthly content updates for multiple years
- *Technologies:* Javascript, Phaser 3, Haxe/Flambe, C#, Unity

[January 15, 2019 – April 26, 2019] Second Avenue Learning - *Unity Developer Intern*
- Nintendo Switch game port, and update, from mobile to Switch
- Created Educational web app & games
- *Technologies:* Unity, C#, Nintendo Switch, Android Studio, Javascript, HTML

[August 21, 2017 – December 15, 2017] Diebold Nixdorf - *Software Engineering Intern*
- Created tools to help offsite engineers import data, Data analytics and visualization, and AR App
- *Technologies:* Splunk, Javascript, XML, C#, Unity, AR Kit

Portfolio | More projects and info listed on my website and/or linkedin
Peppa Pig: Hide n' Seek [Phaser3][JS][HTML5] - Workinman Interactive & Noggin
- Created path following system, level theme skinning system, UI systems, and cvs level importer
- 27th Webby Awards Honoree (Family, Education, and Kids)
- https://workinman.com/peppa-pig-hide-n-seek-reinforces-spatial-relationships/

Stump [C#] [Unity] [Android] - Personal Project
- Developed entire project (core mechanics, UI, save data & scoring, progression based rng)
- Goal of the project was to explore releasing on google play (link on my portfolio site!)
- Classic mobile 'knife throw' game, where you get knives into a goal and avoid obstacles

The Floor is Lava [C#] [Unity] [Networked Multiplayer]
- 3 Person Team, 14 week project
- Core Gameplay, Networking, Shader, and UI Programming
- Multiplayer competitive platformer based on childhood game where you walk on furniture

Castle SilVR [C#] [Unity] [Windows MR/VR]
- 9 Person Team (4 art, 5 design and programming), 14 week project
- Presented at RIT President's Alumni Ball 2018, and ImageRIT 2018
- Lead Programmer; VR Controls, gameplay, and UI Programming
- VR Puzzle/Stealth game: Help a thief rob a castle and get out undetected

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