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 |

Peppa Pig: Hide n' Seek [Phaser3, JS, HTML5] – *Workinman Interactive*

- Created all mechanics including game loop logic, peppas path following systems, level theme skinning system, UI systems, hint and feedback systems, and csv based 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]

- Developed entire project including core knife tossing mechanics, collision systems, UI and Menus, highscore mechanics, and progressive difficulty system
- 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]

- Developed abilities (double jump, throw platform, and low gravity) along with supporting systems and visuals like slow mo and ability effect shaders as well as implemented Network Multiplayer and UI
- Multiplayer competitive platformer based on childhood game where you walk on furniture

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

- Presented at RIT President's Alumni Ball 2018, and ImageRIT 2018
- Developed core VR physics interactions, as well as, player character mechanics
- VR Puzzle/Stealth game: Help a thief rob a castle and get out undetected

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