Joel Shuart

joelshuart@gmail.com   www.joelshuart.com   (703) 881-1121

Skills | *Languages:* C++, C#, Javascript, HTML, CSS, SPL
Technologies: Unity, Photoshop, Illustrator, Splunk, Flash, Powerpoint, Word, Maya
Other: Quality Assurance

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
- 3rd Person Stealth game where you can't see enemies & must 'ping' to see them
- globalgamejam.org/2017/games/silver-echo

Experience |
[January 15, 2019 – April 26, 2019] Second Avenue Learning
- *Unity Developer Intern*
- Nintendo Switch game port, Quality Assurance, Unity Android app
- Technologies: Unity, C#, Nintendo Switch, Android Studio

[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