Josh Temple

Gameplay Programmer and Technical Designer

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Projects

Untitled Parkour Game: 3D online multiplayer 1st person parkour game – Unity – 11 team members – 6 months.

- Prototyped, programmed, and refined core movement and player interaction mechanics
- Implemented network programming using Netcode for GameObjects, Relay, and Lobby
- Created, play tested, and iterated the control schemes for keyboard and controller
- Lead weekly meetings and facilitated collaboration within the team as lead producer
- Ran internal and external playtest events and collected player feedback

TurnStyle: turn-based RPG – Unity – 13 team members – 6 months.

- Transferred original game prototype from Phaser to Unity
- Re-designed back-end class hierarchy and combat logic
- Built the subway node map scene and associated systems from prototype to completion
- Collaborated with UI artists, designers, and programmers on combat UI programming and debugging

Remembering Diane: narrative – Unity – 6 team members – 2 weeks.

- Created during a Summer Game Jam put on by TheXplace and was featured on Unity's twitch.tv channel as one of the finalists
- Lead Programmer responsible for creating the Ink dialogue System, UI, and main map functionality
- Helped develop, integrate, and refine game feel adjustments from controls scheme changes to particle systems

Other Experience

Conference Associate at GDC 2024, 2025

Volunteer at The Lawrence Hall of Science, December 2023 – Present

Volunteer at San Francisco Bay Area Curling Club August 2024- Present

Freelance Live Audio Engineer, January 2016 – May 2017

Education

UC Santa Cruz, B.S in Computer Science: Computer Game Design Sep 2021-Sep 2023
Berkeley City College, A.S in Advanced Computer Programming, Jan 2019 – May 2021

Key Skills

C++, C#, Python, Blueprints
Unity, Unreal Engine 5, Substance Painter
Git/GitHub, Perforce, Trello, Jira