Joseph May *Gameplay Programmer*

✉ joeygamedeveloper@gmail.com

📍 Location: Sacramento, CA

✦ Portfolio: jo3y49.github.io/portfolio-website

in LinkedIn: linkedin.com/in/joseph-may-1586a0221

○ GitHub: github.com/jo3y49

Itch.io: itch.io/profile/jo3y49

Profile

I recently earned a BS in Computer Science from California State University, Sacramento, and have participated in three game jams, honing my skills with C#, Unity, and team management. As a passionate game developer, I am eager to contribute my skills to a team as a Junior Gameplay Programmer.

Skills

- C#
- Java
- Unity
- Visual Studio Code
- GitHub
- Notion

Experience

The Quest For Power   07/2023 – present

- Using C# and Unity to develop a 2.5D JRPG-style game
- Developing a scalable combat system to allow complex combo-chaining mechanics
- Won 1st place in a one month-long game jam, and is being expanded from a prototype into a demo, then a fully developed game for a Steam release
- Serving as the lead programmer and project manager in a team of five

CraftMine Parkour   03/2023 – 05/2023

- Created a 3D platformer using a bare-bones java game engine
- Developed features such as networking and a physics engine for the game engine

Biology Research Engine   08/2022 – 05/2023

- Gained software development experience with version control and project management through GitHub and Jira with a team of nine for my university's senior project,

Organizations

Video Game Design Club at Sacramento State   08/2023 – present

Mentor

- Helping the programmers with the club's Unity projects, and their own projects
- Managing a GitHub organization to give the members a space to store their projects with version control and develop collaboratively with other club members
- Helped set up the club and get it to 100+ members

Education

Bachelor of Science, Computer Science   2019 – 2023

California State University, Sacramento