

Joseph May *Gameplay Programmer*

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📍 Location: Sacramento, CA

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

in LinkedIn: linkedin.com/in/josephvmay

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

Projects

The Quest For Power

07/2023 – present

- Using C# and Unity to develop a 2.5D JRPG-style game
- Continuously building on a modular and scalable system for turn-based combat with complex features such as combo-chaining and elemental reactions
- 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

Volunteer Experience

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 start up the club and get it to 100+ members

Education

Bachelor of Science, Computer Science

2019 – 2023

California State University, Sacramento