

JOEL BRAUN

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Skills and Qualifications

- Well-versed languages: **Java** and **C++**
- Familiar languages: **HTML**, **Javascript**, **C#**, and **Python**
- Frameworks: **GitHub**, **Unity**, **Intellij IDEA**, **MPLAB**, and **LibGDX**
- Great **Problem Solving** and works well with a **Team**
- **Manages Time** for school, multiple volunteering positions, and responsibilities at home
- Good **Communication** skills
- Quick **Learner** | Self taught guitar, piano, HTML, and Javascript

Projects

- Solely developed a third person shooter video game Fall and Winter 2018
 - Created using Java and Intellij IDEA
 - Object oriented program that made use of inheritance
 - Custom procedural map generation
 - Created an animation and sound engine
 - Destructible terrain and damage that scales with distance
 - Difficulty slider and scoring system with combos
 - Custom line of sight algorithm
- Created a dungeon crawler video game Spring 2019
 - Worked with a team of programmers and designers
 - Created using C# and Unity
 - Designed flexible data structure for map generation and storage

Experience

- Summer Camp Camp Kahquah Summer 2019
 - Successfully led groups of children through fun and enjoyable activities
 - Worked hard with a team of people to plan and run events
 - Communicated with other staff to solve problems
- Tech Crew Leader Forest Heights CI 4 years | 2015-2019
 - Responsible for audio, video, and lighting effects
 - Led teams of 3-15 people to ensure events and activities ran successfully
 - Fixed problems under pressure
- Sound Technician Westheights CC 1 year | 2019
 - Mixes 6-12 instruments and vocals into a strong, balanced mosaic of sound
 - Problem solving under pressure to ensure a solid, upbeat performance
- Carpentry Team Brauns Summers 2017-2018
 - Managed time and exceeded job quotas
 - Quickly trained on wood working machines
 - Worked well independently with minimal supervision