

# JOSEPH RESSLER

Los Angeles, CA | (781)-460-4502

<https://josepharessler.com> | [linkedin.com/in/joseph-ressler](https://www.linkedin.com/in/joseph-ressler)

## Education

Clark University, Worcester, MA GPA 3.7

Aug 2021 - May 2024

Bachelor of Arts in Interactive Media Design, Concentration in Game Programming

## Experience

**Teaching Assistant, Computer Programming C++**, Clark University

January - May 2024

- Facilitated small group discussions and troubleshooting sessions to address individual student challenges and enhance comprehension.
- Demonstrated proficiency in C++ programming language and utilized effective communication skills to convey technical concepts clearly to students.
- Supported faculty during class sessions and labs by engaging with students and guiding them through problem sets encouraging them to think on their own.
- Provided hands-on assistance to students in understanding complex C++ programming concepts, fostering a supportive learning environment.

**Special Project Assistant**, Alumni Ventures

June - August 2023

- Achieved over 60x improvement in revenue forecasting application processing speed through iterative optimizations, enabling more efficient financial projections.
- Researched specialized VC firms and angel investors biased towards the gaming and esports industries using Pitchbook and internal tools, and then presented a data-driven target list to the business development team, informing strategic investment decisions.
- Leveraged and fine-tuned HubSpot CRM's existing automations while optimizing workflows, leading to improved efficiency.
- Utilized HubSpot to extract and present specific data concisely. Revamped research models for improved accessibility and clarity with a larger amount of data.
- Collaborated with investor relations managers to develop a comprehensive syndication investment workflow diagram. Proposed AI-driven optimizations for streamlined workflow from interest to completion.
- Educated team members on the use of contemporary AI tools like ChatGPT4 for data analysis and modeling.

**Product Management Intern**, GSN Games

June - August 2022

- Owned an economy upgrade initiative by collaborating with an interdisciplinary team to decide how to improve the monetization of certain areas of the game.
- Led the pre-production and early design of a battle pass monetization upgrade.

**Marketing Manager**, IGDA Clark Chapter, Worcester, MA

November 2022 - Present

- Currently managing social media and marketing initiatives for the IGDA student chapter at Clark University.
- Responsible for considering all documents for appropriate language and content in order to maintain organization image.

**Esports Team Manager**, Clark University, Worcester, MA

August - December 2021, August 2023 - Present

- Managed the scheduling and execution of practices for two of the Valorant teams in the Clark University Esports and Recreational Games program.

## Relevant Classes

**Computer Programming C++**, Clark University

- In this course we solidified object-oriented programming skills and were introduced to more data structure patterns
- This course will improve upon existing object-oriented programming skills and introduce new concepts in programming. Topics covered are classes/objects and constructors, overloading operators, strings, pointers, namespaces, encapsulation, and reading and writing files.

**Game Programming with Data Structures**, Clark University

- This course focuses on the subject of game programming using a third party 3D game engine to provide a uniform integration for audio, 3D visuals, and device input. Students will learn various data types, structures, and collections as well as simple analysis of algorithms while developing with various game libraries to be implemented in multi-platform engines such as Unity and Unreal to produce platform independent code.

**Intermediate Game Development**, Clark University

- This course introduces students to more advanced concepts in game design and development such as ideation, digital prototyping, interface design, usability testing, teamwork, project scoping and management. The main emphasis of the class is on the conceptualization of innovative design goals and the execution of those goals in the form of a complete, polished intermediate game project.

#### **Advanced Topics in Game Development, Clark University**

- In this course you will work for an important investment company using the platform Roblox, to create a game with quests that will encourage good financial habits. The game will have a central hub where users can select jobs to earn in-game currency and take quests to accomplish tasks while they spend that currency. In this class, you will be able to get hands-on experience relevant to education and serious games. *[Worked as Product Manager and Lead Programmer]*

#### **Introduction to Societal Computing, Clark University**

- This course teaches the principles of computer science and the effects of digital technology on society. This course teaches introductory computer programming and other relevant computing skills. Upon completing this course, you will have a solid understanding of how computer programs are created and how information is stored digitally. You will also have developed opinions about digital privacy, technological bias, and other matters of critical importance to society

#### **Game Analytics, Clark University**

- The course will discuss optimization of 3 phases of game design development and production - marketing (how do we acquire the users?), retention (how do we keep and convert users to players?) and monetization (modeling the game changes to get the optimal monetization). The course will also discuss the Stochastic approach, introduce students to relational databases, statistical software and other analytical tools used in Game Analytics.

### **Honors & awards**

#### **Eagle Scout, Scouting BSA**

July 2019

- Eagle scout is the highest achievable rank in the Boy Scouts

### **Projects & Code Samples**

#### **Portfolio, Personal Work**

<https://josepharessler.com>

- This portfolio website is a project I built in Python Flask and utilized a Docker containerized deployment method in AWS.

#### **GitHub Code Samples, Personal Work**

[github.com/joeressler](https://github.com/joeressler)

- These repositories are my personal coding work from smaller projects and classes

#### **Zenatria, KC Embers**

<https://store.steampowered.com/app/2928010/Zenatria/>

- Zenatria is an upcoming fantasy tower defense game with a demo coming soon to Steam with inspirations from classic fantasy archetypes and retro tower defense games. I worked as a backend engineer, first debugging and optimizing the existing Unity C# codebase and then developing pivotal systems and algorithms. I tracked user feedback during our live demo at PAX East 2024 and then worked on fixing any bugs and problems that came up during the live demo.

### **Skills**

C++

C#

SQL, MySQL, SQLite

Python, Flask

Luau

HTML/CSS

Unity

Jira & Trello

AWS

Tableau & Mode Analytics

Visual Studio, VS Code

Roblox Studio

G-Suite & Microsoft Office

GIMP Photo Editor

Scrum & Agile

Fluent in English & German

DataGrip & PyCharm

Docker