

# Joseph Ressler

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## EDUCATION

### Clark University

*Bachelor of Arts in Interactive Media: Game Programming*

Worcester, MA

Aug. 2020 – May 2024

## EXPERIENCE

### Teaching Assistant, Computer Programming C++

*Clark University*

January 2024 – May 2024

Worcester, MA

- Explained complex programming concepts in a clear and concise manner to students
- Assisted and walked students through debugging their code in classroom, office hour, and tutoring settings

### Special Project Assistant

*Alumni Ventures*

June 2023 – August 2023

Manchester, NH

- Laid the groundwork for an industry-specific focus fund
- Fine-tuned existing automation within HubSpot CRM to optimize the efficiency and accuracy of data management processes
- Conducted data analysis and generated reports to track project progress and measure success metrics

### Product Management Intern

*GSN Games*

June 2022 – August 2022

Boston, MA

- Led the pre-production and early design phases of a new battle pass feature, coordinating with cross-functional teams to develop prototypes and user flows.
- Implemented an economy upgrade initiative, presenting detailed proposals to senior management and executing changes that resulted in increased player engagement and revenue.
- Analyzed user data and feedback to iterate on designs and improve the overall player experience.

## PROJECTS

### hubApp Website | Python, Flask, AWS Lightsail, MySQL, Docker

January 2024 – Present

- Developed a full-stack web application using with Flask serving a REST API with jQuery and Bootstrap used in the frontend
- Created 3 uniquely trained Retrieval Augmented Generation (RAG) Large Language Model (LLM) Chatbots trained on 3 popular games
- Implemented database-backed game rating and user authentication systems.

### Zenatria | Unity, C#, Git

Aug 2023 – Present

- Contributed to the development of an upcoming fantasy tower defense game inspired by classic fantasy archetypes and retro tower defense games.
- Collected and analyzed user feedback during the live demo at PAX East 2024, and resolved any issues that arose.
- Worked primarily as a full stack game programmer with lots of backend work.
  - \* Debugged and optimized the existing Unity C# codebase.
  - \* Developed pivotal systems and algorithms.

## TECHNICAL SKILLS

**Languages:** C/C++, C#/Java, HTML/CSS, JavaScript, Lua, Python, SQL (MySQL & SQLite)

**Frameworks:** Flask, HTML/CSS/JS Frontend

**Developer Tools:** AWS, AWSCLI, AWS Lightsail, DataGrip, Docker, GIMP, Git/GitHub, Jira, Mode Analytics, MySQL Workbench, PyCharm, Roblox Studio, Sentry, Tableau, Trello, Unity, Visual Studio, VS Code

**Libraries:** flask, llama.index, mysql, openai, werkzeug, wtforms

**Soft Skills:** Agile, Live Service development & debugging, Scrum, Waterfall