Josef Waller

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Technological Projects

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Summer, 2013	 Developed app Takeoff Created in Unity using Javascript Created all game assets (3D models using Blender modeling software, scripts) excluding music 	
August 2013	Attended Unite 2013 Unity game development conference in Vancouver	
Fall-Winter, 2014	Created a fully functional website for my Social Studies class Used HTML, CSS, Javascript, Node.js Used MongoDB as a database	
Summer 2015	Created a website for my personal domain, www.josefwaller.com Created in PHP, HTML, CSS, Javascript Used MySQL for database	
Fall 2015	Rewrote www.josefwaller.com	
Fall-Winter 2015	Created <u>Graphics</u> , a two dimensional side scrolling platforming game • Created all game assets (scripts, artwork, music) • Made in Python (Pygame) • Available at <u>www.josefwaller.com/graphics</u>	
Winter 2015-Spring 2016	Created RPGPlayer and RPGMaker, which allows users to create and share their own simple games • Available at www.josefwaller.com/rpgplayer and www.josefwaller.com/rpgmaker • Made using Python (Django), HTML (HTML5 Canvas), CSS (Bootstrap), Javascript (JQuery)	

High School Courses

Information Technology

Grade	Semester	Course	Mark (Final unless otherwise stated)
10	1	Information Technology Modular Survey Course 11	96%
10	2	Information Technology Programming 11	86%
11	2	Information Technology Programming 12	90.4% (Current Grade)

Mathematics

Grade	Semester	Course	Mark (Final unless otherwise stated)
10	1	Foundations of Math and Pre-Calculus 10	78%
11	1	Pre-Calculus 11	96%

Sciences

Grade	Semester	Course	Mark (Final unless otherwise stated)
10	2	Science 10 Challenge	88%
11	1	Biology 11	87%
11	1	Physics 11	92%
11	2	Chemistry 11	79%