Joseph Feldmann

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Education

University of Maryland   College Park, MD

Computer Science   Expected: Spring 2020

Experience

University of Maryland   College Park, MD
Course Instructor   June 2019 – May 2020
- Designed and taught an elective CS course about Mobile XR development in Unity.
- Wrote and graded 6 Unity projects a semester, and helped with lectures and office hours.

University of Maryland   College Park, MD
VR Software Developer   June 2019 – December 2019
- Created a VR tour of campus application for UMD admissions, along with a non-VR touchscreen version of the app. Made in Unreal for the HTC VIVE
- Handled scripting and UI design for the project, and created a system for designers to easily create 360 photo environments

University of Maryland   College Park, MD
IT Technician   September 2017 – March 2019
- Maintained classroom technology, aided and trained professors with said technology

JustOne UMD   College Park, MD
Contracted Video Game Developer   March 2017 – June 2017
- Developed a video game for a national social media competition. My company went on to win
- Responsible for scripting, writing, testing, and distribution of the game with GameMaker Studio

Projects/Activities

Paths of Strife
- A mobile RPG game I am developing in Unity that has taught me a lot about design patterns, git, and pathfinding..
- Planned beta release in Winter 2020, link to demo below

UMD Game Developer's Club website
- Built a website and backend for my club which allowed members to login and showcase their projects
- Used PHP, JavaScript, MySQL, jQuery, Bootstrap

President of UMD Game Developers Club   May 2018 - 2019

Skills

Programming Languages: C#, Java, C++, PHP, JavaScript, Kotlin

Tools: Unity, Unreal, Android Studio, ARCore, Git, Firebase

Links

- **Github** - github.com/josfeldmann
- **Paths of Strife** - josfeldmann.itch.io/pathsofstrife
- **VR Course Info** - cs.umd.edu/class/spring2020/cmsc388M/