

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

VR Software Developer

June 2019 – Present

- Creating a VR tour of campus application for UMD admissions, along with a Non-VR touchscreen version of the app
- Built with Unreal Engine and the HTC Vive

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 which my company went on to win
- Used GameMaker Studio

Projects

CMSC 388M: Introduction to Mobile XR

- Designing and teaching a course at UMD about developing XR apps for smartphones using Unity.

AR Hockey

- Developing a mobile augmented reality multiplayer game
- Building with Unity, C#, and ARCore SDK, planned release Winter 2019

UMD Game Developer's Club website

- Building a website and backend for my club which allowed members to login and showcase their projects (umdgdc.org)
- Used PHP, JavaScript, MySQL, jQuery, Bootstrap

Skills

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

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

Activities

President of UMD Game Developers Club

June 2018 – June 2019