

Joseph Feldmann

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Education

University of Maryland Park, MD	College
Computer Science 2020	Expected: Spring

Experience

University of Maryland Park, MD	College
VR Software Developer	June 2019 – Present
<ul style="list-style-type: none">• Creating a VR tour of campus application for UMD admissions, along with a non-VR touchscreen version of the app• Handled all of the scripting and UI design for the project, and created a system for designers to easily create 360 photo environments• Built with Unreal Engine and the HTC Vive	
University of Maryland Park, MD	College
IT Technician	September 2017 – March 2019
<ul style="list-style-type: none">• Maintained classroom technology, aided and trained professors with said technology	
JustOne UMD	College Park, MD
Contracted Video Game Developer	March 2017 – June 2017
<ul style="list-style-type: none">• Developed a video game for a national social media competition, which my company went on to win• Handled scripting, writing, testing, and distribution of the game with GameMaker Studio	
Projects	

CMSC 388M: Introduction to Mobile XR

- Designing and teaching a course at UMD about developing XR apps for smartphones using Unity.
- Designed and wrote 9 XR class projects using Unity/ARCore/Daydream XR SDKs

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

- Built a website and backend for my club which allowed members to login and showcase their projects
 - 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
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