

# Joseph Feldmann

Phone: (240) 423-2433 | Website: [josfeldmann.github.io](https://josfeldmann.github.io) | Email: josfeldmann@gmail.com

## Experience

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### **Gameplay Programmer** (Part time, contract) - June 2020 – Present

ZENOVIA Studios, New York, NY

- Developing Steel Assault, a retro 2D action game written in a C# custom engine.
- Programming new features, gameplay content, and some level design.

### **Software Developer** (Part time, contract) - June 2020 – September 2020

University of Maryland, College Park, MD

- Created an application for viewing a warehouse with various fire safety features. Made to replace in person building tours in a Fire Protection Engineering class.
- Programmed, 3D modelled, and deployed the app online.

### **Course Instructor** - June 2019 – May 2020

University of Maryland, College Park, MD

- Designed and taught an elective CS course about Mobile XR development in Unity.
- Created multiple projects and examinations to test students, and held office hours working with students one on one.

### **IT Technician** - September 2017 – March 2019

University of Maryland, College Park, MD

- Maintained classroom technology, aided and trained professors.

### **Video Game Developer** - March 2017 – June 2017

JustOne UMD, College Park, MD

- Developed an educational adventure video game that went on to win the national social media competition it was developed for.
- Scripted, tested, and distributed of the game with GameMaker Studio on web and mobile.

## Skills

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

**Tools:** Unity, Git, Maya, Blender, Unreal, Android Studio, ARCore, Firebase

## Education

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**University of Maryland College Park** - B.S in Computer Science - Graduated 2020

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- Github - [github.com/josfeldmann](https://github.com/josfeldmann)

- VR Course Info - [cs.umd.edu/class/spring2020/cmsc388M/](https://cs.umd.edu/class/spring2020/cmsc388M/)