Josh Engert

Passionate software developer looking to kick-start my career

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NOTABLE PROJECTS

Multi-Threaded Music Loader

A multi-threaded application made for loading and playing multiple songs at the same time in C++ using the FMOD library. This program was made to work alongside an Arduino based MIDI controller to make my own basic DJ software.

Clean Getaway

A fast paced two player arcade styled game developed in C++ and utilising OpenGL, in a scrum team. In charge of controller support and movement, audio engine, AI detection of players, and core UI features such as scoring and timers as well as extensive documentation.

3D Cloth Simulator

Used my knowledge of physics and geometry to create a cloth simulator with realistic wind in C++ with OpenGL.

EDUCATION

Media Design School, Auckland — *Bachelor of Software Engineering*

July 2018 - Present (FInal Year left to complete, currently deferred)

Programming coursework includes: Algorithms and Data Structures, Artificial Intelligence, 3D Graphics Programming, Networking and Multi-Threading.

WORK EXPERIENCE

BurgerFuel — *Shift Manager*

December 2015 - Present

In charge of maintaining inventory levels, contacting suppliers, and ensuring a high level of customer satisfaction.

SOFTWARE SKILLS

C++, OpenGL, C#, Python, Swift, Lua, Unreal Engine, Unity

OTHER SKILLS

Agile/Scrum

Embedded Development and Prototyping

Source Control

CERTIFICATES

NCEA Level 3 Merit Endorsed

St. Johns First Aid Level 1

Embedded Systems Essentials with Arm Professional Certificate

INTERESTS

DJing

Rock Climbing

Weight Training

REFEREE

Simon McNabb
Store Manager
BurgerFuel Mt Eden
(022) 154-4966