

JOSHUA LEE COSS

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Professional Summary

Highly motivated and adaptable Gameplay Programmer with a diverse set of technical, communication, and organizational skills. Experienced in collaborating with cross-functional teams to deliver polished products. Proficient in C# and Unity for dynamic game development, complemented by strong problem solving abilities and rapid prototyping skills.

Education

MacEwan University, Bachelor of Computer Science

- Expected completion: December 2024

NAIT, Radio and Television - Radio, Diploma

- Completed: December 2006

Skills

- Unity and C#
- Object Oriented Programming
- Programming Languages: Java, Python
- Version Control with Git
- Problem Solving and Rapid Prototyping
- Excellent Communication and Collaboration

Experience

Gameplay Programmer | Independent Contractor | June 2021 - Present

- Designed and implemented dynamic game mechanics using C# and the Unity Game Engine
- Winner of the Unity Programming Challenge at the International Games Job Fair Spring 2023
- Rapidly prototyped and iterated on game features, incorporating feedback to optimize gameplay mechanics
- Demonstrated strong problem solving skills and creativity in overcoming technical challenges

MacEwan University | Event Assistant | Nov 2021 - Present

- Provided exceptional customer service during campus events and programs, ensuring positive experiences for attendees
- Assisted in preparing conference packages, staffing registration, and providing campus tours
- Liaised with internal university departments and external stakeholders to coordinate event logistics

- Maintained detailed inventory and facilitated technical setups for events

Relevant Coursework

MacEwan University | Sept 2019 - Current

- Completed high-level coursework in front-end software design principles, algorithms, and data structures
- Developed projects involving SQL database design, implementation, and optimization
- Conceptualized dynamic web applications using HTML, CSS, and JavaScript
- Applied OOP concepts in projects using Java and C#, focusing on scalable and maintainable code architecture
- Collaborated with the Design department to build and prototype projects from the ground up

Volunteering and Activities

Writer & Performer, Success 5000 Comedy | Mar 2007 - Present

Writer & Performer, The Debutantes Sketch Comedy Group | Jan 2012 - Jun 2019