Josie Thompson

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Education Experience

B.S. in Computer Science
University of Washington (2022)
Seattle, Washington

Programming Experience

Skilled in technologies
C/C++, Unreal and Blueprint, Python, Java/C#, javascript

tess
https://github.com/josiest/tess
Small library for working with hex maps

- Implemented algorithms for working with unique mathematical norms in C++
- Used unit-test design to write well-covered tests
- Wrote clear and easy-to-read documentation complete with visual examples and tutorials.

ion library
https://github.com/josiest/ion
A small-scoped framework for rapidly prototyping games with SDL using C++

- Designed and implemented various handlers for various game resources such as windows or images
- Implemented a small event-handling interface to allow for flexible video game system implementation
- Wrote a series of interesting example games used to createively showcase the abilities of the library

Work Experience

Unreal Gameplay Engineer
Timberline Studio Inc.
April 2022 - November 2023

- Contributed to design and implementation of tech systems in both C++ and Blueprint for various mechanics of an rpg video game, such as item drops and quests
- Rapidly prototyped and iterated on important UI features such as menus, notifications and item information
- Exercised skills in clear communication of goals, problems and research into potential solutions

Teaching Assistant
Software Design and Implementation
Paul Allen School of Computer Science
March 2021 - December 2021

- Used console applications to publish course assignments within a tight schedule
- Managed organization for grading assignments for a class of nearly three hundred students
- Resolved dozens of special case problems with student homework submissions per week

Research Assistant
Robot Learning Lab
Paul Allen School of Computer Science
March 2021 - June 2021

- Read through many recent peer-reviewed papers in order to have a good grasp of the problem at hand
- Implemented complex algorithms in order to further push knowledge of the concepts in these research papers
- Used advanced machine learning libraries in python to conduct experiments on the concepts we studied
- Wrote extensive documentation and established organized project structure in order to maintain a practical environment