Josie Thompson

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

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

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
· Wrote designer-friendly interfaces from C++ code into blueprint scripts
· Rapidly prototyped and iterated on important UI features such as menus, notifications and item info
· Published in-depth documentation and tutorials on how to use custom tools
· Exercised skills in clear communication of goals, problems and research into potential solutions

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

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

· 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 the 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

Personal Projects

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