Joshua Pinsent

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Skills

- Experience working with agile project teams in a fast-paced dynamic environment
- Proficient in programming languages such as C, C#, C++, Java, Python, HTML, JavaScript, and SQL
- Independent and AAA game development experience working with Unity, Unreal Engine 4, and Frostbite
- Familiar with developing and publishing applications for iTunes Connect and Google Play Store
- Experience working with tools such as Visual Studio, Perforce, Elasticsearch, Node.js, Git, and JIRA
- Passionate about software accessibility and trained in Web Content Accessibility Guidelines 2.0
- Comfortable working with Windows, Mac, and Linux operating systems
- Highly adept at documentation, issue tracking, and incident reporting
- Fast learner who is highly adaptable and open to learning new skills, languages, and concepts

Education

Bachelor of Computing, Computer Science (Honours)   *Sept. 2013 – Aug. 2018*
University of Guelph – Guelph, ON

Employment

Associate Developer

Motive Studios (EA Montreal) – Montreal, QB   *Jan. 2018 – Aug. 2018*
- Worked on the engine team for an unannounced title
- Became familiarized with internal AAA game development tools
- Used C++ and C# to develop an automated test that collected in-game performance telemetry
- Wrote Python scripts to upload performance data into Elasticsearch mappings
- Used JavaScript and an ASP.NET framework to develop, deploy, and maintain a heatmap visualization of the performance telemetry
- Worked closely with Quality Engineering and Deployment & Release Engineering teams

Teaching Assistant

University of Guelph – Guelph, ON   *Sept. 2017 – Dec. 2017*
- Created lessons, tutorials, and marking schemes for students on HTML, CSS, and JavaScript
- Hosted online office hours and led in-person seminars to assist students with their assignments
- Created websites from scratch for students to use as examples for their assignments

Mobile Game Development Intern

Adknown Inc., Head Office – Guelph, ON *May 2017 – Sept. 2017*

- Designed, developed, and published Android and iOS games from start to finish with Unity
- Fixed bugs, added features, and refactored code on existing games
- Tested, debugged, and improved mobile application performance
- Published games and updates on the Google Play Store and the iTunes Connect Store
- Worked with C# and Java

Junior Developer & Analyst

The Co-operators, Head Office – Guelph, ON *May 2016 – Sept. 2016*

- Worked on a large team in an agile environment with bi-weekly sprints to deliver commitments
- Generated Microstrategy reports and graphs showcasing query performance trends in real time
- Analyzed and restructured SQL queries to optimize performance
- Compiled extensive documentation on enterprise software
- Created, reviewed, and resolved ServiceFirst incidents and JIRA tasks by analyzing queries
- Worked in application support and provided team with insights towards existing issues on Netezza

Web Developer

University of Guelph, CCS Business Solutions – Guelph, ON *May 2015 – Apr. 2016*

- Worked with Drupal platform to set up and maintain accessible websites
- Worked on a self-directed team to meet requirements
- Gained working knowledge of web technologies: HTML, CSS, GUI standards, accessibility
- Utilized Node.js, Selenium and Nightwatch to create automated unit tests
- Audited & remediated web content to conform to WCAG 2.0 and meet AODA legislative standards
- Attended seminars for computer and internet security

Experience

Information Technology Student Advisory Committee

University of Guelph *Sept. 2015 – Mar. 2016*

- Participated in a committee run by the University of Guelph's IT department
- Communicated directly with website operators and IT staff to advise them on their websites

Beta Tester

Prototype N – Independent Video Game Developer *Jan. 2007 – Present*

- Worked with an independent video game developer to beta test a video game
- Acquired skills to thoroughly test and debug software

References available upon request.