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.