

Technology Summary

- Programming/Languages: C# | C++ | Java | Python
- Programming Suites: Visual Studio | VSCode | Eclipse | Android Studio
- Game Engines: Unity | Unreal Engine | Godot
- Version Control: git | github | bitbucket
- Database Management: SQL Server | Firebase
- Systems: Linux | Windows

Education

University of West Florida - BS, Computer Science

Experience

Unity Programmer at Carley Corporation: August 2023 - June 2024(EoC)

- Unity
- C#
- Dev Tools
- Agile
- Jira
- Git
- Gitlab

Wild Showman Studios: December 2021 - Present

- Space Ships
 - Multiplayer replication
 - Physics replication
 - Gameplay
 - Itch io - <https://joshuasml.itch.io/space-ships>
- WebZed
 - Multiplayer replication
 - Physics replication
 - Gameplay
 - <https://wild-showman-studios.github.io/>

Software Engineer at FIS Merchant Services: June 2019 to November 2021

- Scrum
- Agile
- TFS
- Jira
- Java
- C#
- .Net
- SQL
- Python
- Angular
- Unit Test
- Test Driven Development

Teaching Assistant at UWF HMCSE: 2019

- Visual Basic
- Python

Programming Lab Tutor at UWF HMSCE: 2018 to 2019

- Languages Tutored
 - C
 - Java
 - C++
 - JavaScript
 - C#
 - Python
- Skills Tutored
 - SQL
 - git

Computer Programmer Intern: Summer 2016 to Summer 2018

- Taught and created lessons for technology camps for middle school and high school students. Topics included:
 - Game Design and Programming in Unity
 - Microcontroller programing with Arduino
 - Robotics with Arduino and Raspberry Pi
 - 3D Printing and Modeling with Blender and Windows 3D Builder