

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 10

Experience

- Independent Game programmer December 2021 - Present
 - Unreal Engine
 - Space Ships
 - Multiplayer replication
 - Physics and physics replication
 - Gameplay
 - Itch io - <https://joshuasml.itch.io/space-ships>
- Software Engineer 1 at FIS Merchant Services in St Petersburg, FL - June 2019 to November 2021
 - Scrum
 - Agile
 - TFS
 - Jira
 - Test Driven Development
 - Java
 - C#
 - SQL
 - Python
 - Git
 - Unit Tests
- Teaching Assistant at UWF HMCSE - 2019
- Programming Lab Tutor at UWF HMSCE - 2018 to 2019
 - Languages Tutored: C | C++ | C# | Java | JavaScript | 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

Achievements

- 1st place UWF Fall 2016 Overnight Game Development - 2D Unity Stealth Game
- 2nd place UWF Fall 2018 ICPC
- 3rd place UWF Spring 2019 CodeFest - Unity AR Whiteboard
- UWF Spring 2019 Computer Science Student Leader
- Eagle Scout

Education

- Spring 2019 - University of West Florida - BS, Computer Information Systems