Joseph Gorospe

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TECHNICAL SKILLS

Programming Languages: C#, HTML, CSS, JavaScript
Tools: Blender, XD, Illustrator, Plastic SCM, Jira, Elementor

Technologies: Unity, Photon, .NET
Frameworks: Node.js, Tailwind CSS

WORK EXPERIENCE

ZUGALU | GAME & WEB DEVELOPER   Calgary, Alberta | September 2021 - Present

- Led the full front-end development, shaped the UX design, refactored assets and standardized the page format for a university website averaging thousands of monthly users, decreasing development time by 50%.
- Hit feature milestones by owning the development of major systems for our real-time strategy game including the weather system, map manager, and daily event system, leveraging **Unity3D** and the **Photon** multiplayer framework.
- Enhanced the performance of the game by 11% by refactoring network code related to our multiplayer lobby, reducing redundant update calls.
- Sped up delivery times and reduced unnecessary changes by correctly identifying client problems, properly scoping web project requirements in direct communication with the client alongside the marketing team.
- Achieved Discord Partnership by co-authoring a Discord chat game using the **Unity3D** engine and a **Discord API**, increasing our communicator count by 100% and nearly quadrupling our server message count.

SHOKUNIN | SERVER / SHIFT LEAD   Calgary, Alberta | February 2018 – August 2020

- Helped propel Shokunin to Top #21 on Canada's Top 100 Restaurants list by acting as the predominant shift lead during its peak season. Lead a strong front of house team and made sure operations ran smoothly.
- Increased the average bill by 50% and the average sit time to 90 minutes by standardizing the offering of personalized tasting menus. This ensured a well-timed dining experience, and that all reservations were met.

PROJECTS

PACMAN REAL-TIME STRATEGY GAME

- Recreated the core game mechanics of a real-time strategy game including orbital camera controls, unit selection (single / box select), path finding and enemy AI using **Unity3D** and assets created in **Blender**.
- Fully featured with a main menu, tutorial, win / lose conditions, sound effects, particle effects and music.

MULTIPLAYER CONNECT 4

- Developed the game of Connect 4, recreating the mechanics of the game and allowing users to join lobbies and verse each other in real time using **Node.js**, **Socket.IO** and vanilla **HTML**, **CSS**, and **JavaScript**.
- Features random matchmaking, room codes, multiple color themes and custom names and sprites.

ARDUI-BONE

- Created a trombone prototype using PVC pipe, wood, an **Arduino**, an ultrasonic sensor, a gyroscope, an air pressure sensor and a buzzer and programmed it using **C++** to behave like a traditional trombone.
- Calculates slide position using the ultrasonic sensor, changes octaves using pitch with the gyroscope, determines volume with the air pressure sensor and plays notes through the buzzer.

EDUCATION

B.SC Computer Science, Minor of Philosophy   Calgary, Alberta | June 2020
UNIVERSITY OF CALGARY
Coursework: Data Visualization, Human Computer Interactions, Web Based Technologies, Software Entrepreneurship

VOLUNTEER EXPERIENCE

CSC ORCHESTRA | MUSICIAN   Calgary, Alberta | September 2014 - Present