# JOSEPH GOROSPE

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SKILLS

Unreal Engine 5 3D Mathematics Multiplayer Programming Live Service Development
C++ Al Programming Automated Testing Cross-functional Collaboration
Blueprints Animation Programming Profiling and Optimization Leadership and Mentorship

## WORK EXPERIENCE

## **INFLEXION GAMES** | GAMEPLAY PROGRAMMER ||

Edmonton, Alberta | April 2022 - November 2024

Nightingale 🗹

- Developed many parts of the encounter system, including persistence, replication, automated testing, debug tooling, puzzle and combat encounters, and presentation systems, ensuring robust, extensible, and readable code.
- Acted as the primary point of contact for the encounter system, collaborating cross-functionally with other teams to align features with the game's vision, maintain the integrity of other systems, and identify the fun.
- Spearheaded data authoring improvements through validation tools, automation/rulesets, and streamlining the development of new POIs and encounters, significantly reducing bugs and time spent on authoring and debugging.
- Bridged the gap between encounter and AI systems, adding boss support, improving close-quarters combat, revamping enemy distribution, centralizing the spawning system, and supporting the development of new creatures and creature-centric POIs.
- Developed level design actors including pickups that grant progression unlocks, gameplay abilities, and currency, interactable structures, and tileset actors including gates, pressure plates, and bustable walls, encouraging exploration and POI engagement.
- Supported the creation of procedurally generated dungeons and worlds through the development of a POI distribution subsystem and designer tools, enabling precise placement of bespoke content alongside procedural elements.

## **ZUGALU** | GAME DEVELOPER / WEB DEVELOPER

Calgary, Alberta | February 2021 - February 2022

Thrive: Heavy Lies the Crown

- Led the design and development of core gameplay systems, including the weather system, territory manager, and daily event system.
- Coauthored a Discord chat game, engaging our community, quadrupling our server message count, and achieving Discord partnership.

# **PROJECTS**

## SURVIVAL CRAFTING ROGUELIKE

- Currently developing a survival crafting roguelike using my Wave Survival Game framework.
- Implementing features including procedural map generation using Perlin noise and level streaming for POIs, an inventory system, melee combat, and survival mechanics, using Unreal's Gameplay Ability System.

#### **WAVE SURVIVAL GAME**

Github Link 2

- Developed a fully networked third-person wave survival game from scratch in Unreal Engine 5.
- Implemented character movement, an interaction component, an action/attribute system (GAS-inspired), hitscan and projectile attacks, pickups, enemy AI, an event-driven UI system, game mode logic, and optimizations including async asset loading.

#### **PACMAN RTS**

Github Link 🗹

• Developed an RTS game featuring orbital camera controls, unit selection, and unit movement in Unity3D.

## **FDUCATION**

## **BSc Computer Science, Minor of Philosophy**

Calgary, Alberta | June 2020

UNIVERSITY OF CALGARY

**Coursework:** Data Structures and Algorithms, Human Computer Interactions, Information Visualization, Software Entrepreneurship

# **VOLUNTEER EXPERIENCE**

SUNAGO August 2024 - Present

My wife and I founded a charity supper club called Sunago, where we've hosted over a dozen dinners and raised thousands of dollars for charities like Edmonton's Food Bank. This has allowed us to strengthen our ties with our community, foster a spirit of giving, and raise awareness of the impact made by local charities.