

# Joseph Gorospe

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## TECHNICAL SKILLS

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

**Engines:** Unity3D  
**Frameworks:** Photon, Tailwind CSS, Node.js

## WORK EXPERIENCE

### ZUGALU | GAME & WEB DEVELOPER

Calgary, Alberta | September 2021 - Present

- Led the development, shaped the UX design, refactored assets and managed the completion for our company's largest site to date, 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.

## PROJECTS

### NFT MUSEUM

- Ongoing project made using **Unity3D** which grants NFT buyers a way display and experience their collections in their own 3D virtual space. No more looking at receipts!
- Working on making it a full fledged product, from marketing to development, and features such as importing NFTs directly from your wallet, a fully customizable 3D space, and VR support.

### CATTLE BATTLE RACE ROYALE

- Co-authored this game to achieve Discord Partnership by spamming chat with player inputs. Built using **Unity3D** and a **Discord API**, allowing chat room players to control the characters in real-time.
- Simple game that pins up to 4 teams of 10 to move farm animals and collect food by typing directional inputs in chat. The team with the most amount of points before the timer runs out, wins.

### BETTING ON COLORS

- Created this simple gambling game to gain stronger networking skills and to test out real-time multiplayer position syncing. Made using **Unity3D** and the **Photon** multiplayer framework.
- Drag chips onto the board and place your bets with real-time multiplayer. Features a multiplayer lobby and performance optimizations such as object pooling.

### PAC-MAN RTS

- Recreated the mechanics of a real-time strategy game including an orbital camera, enemy AI, box select and pathfinding, and slapped a Pac-Man themed skin on it using **Unity3D** and assets created in **Blender**.
- Fully featured with a main menu, tutorial, win / lose conditions, particle effects, sound effects and music.

## 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