

JOSEPH GOROSPE

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TECHNICAL SKILLS

Unreal Engine 4 and 5	Utility AI	Unreal Insights	Perforce
C++	Environment Query System	Automation Tests	JIRA
Blueprints	Gameplay Ability System	Asset Validation	Confluence

WORK EXPERIENCE

INFLEXION GAMES | GAMEPLAY PROGRAMMER

Edmonton, Alberta | April 2022 - November 2024

Nightingale

- Refactored combat Encounters to support Storied Realm bosses, improve small space combat, and revamp enemy distribution for *Realms Rebuilt*, *Nightingale*'s largest update, helping push its Steam score from a "Mixed" 63% to a "Very Positive" 83%.
- Took ownership of Encounters from designers, nativized its core systems, introduced persistence, replication, automated testing, gameplay debugger data, and level design tools, ensuring its robustness, extensibility, and readability.
- Spearheaded data authoring improvements for Encounters including streamlining POI markup, automating creature distribution, and validation, resulting in a 80% reduction in bugs and significantly reducing time spent authoring and debugging.
- Created an editor tool to preview and validate EQS queries, virtually eliminating creature-spawning bugs.
- Expanded the capabilities of our spawning system by providing a way to easily author and query EQCs in C++, enabling bespoke spawn locations, allowing ordered and weighted spawning based on creature data, and deleting 97% of EQS assets.
- Nativized the spawning system in Encounters and unified its data into data assets, reducing asset dependencies by 99%, streamlining the creature spawning setup, and increasing the system's extensibility.
- Refactored the presentation system for Encounters to support fully diegetic player communication, removing the need for replication in Encounters' core systems, and defining the foundation for Encounters' rewards.
- Collaborated closely with other teams, acting as the primary point of contact for Encounters, ensuring that new features and the vision of the game were consistently realized through code, and the integrity of other systems was maintained.

ZUGALU | GAME DEVELOPER / FRONT-END 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, hitting feature milestones for Canada Media Fund and publisher builds.
- Coauthored a Discord chat game, achieving Discord partnership by doubling our active users and nearly quadrupling our server message count.
- Led the development, shaped the UX design, and managed the completion of one of Zugalu's largest website contracts, meeting critical deadlines, and maintaining a strong relationship with our client.

SHOKUNIN | SERVER / SHIFT LEAD

Calgary, Alberta | February 2018 - August 2020

- Helped propel Shokunin to top #21 on the Canada's Top 100 Restaurants list by acting as the primary Shift Lead during its peak season and standardizing the offering of tasting menus, which also increased the average bill by 50%.
- Represented Shokunin led by Chef Jenny M. Kang during Canada's Great Kitchen Party in 2019, winning gold.

PROJECTS

CATTLE BATTLE RACE ROYALE

Coauthored this game to achieve Discord Partnership by spamming chat with player inputs. Built using a **Discord API** made for **Unity**, this game has teams moving farm animals on a grid to collect the most food before time runs out.

EDUCATION

BSc Computer Science, Minor of Philosophy

Calgary, Alberta | June 2020

UNIVERSITY OF CALGARY

Coursework: Information Visualization, Human Computer Interactions, Tangible User Interfaces, Software Entrepreneurship

VOLUNTEER EXPERIENCE

SUNAGO

August 2024 - Present

My wife and I started a charity supper club called Sunago. We have successfully hosted over a dozen dinners and facilitated thousands of dollars in donations for charities like Edmonton's Food Bank. This has given us the opportunity to deepen our relationships with our community, encourage a spirit of giving, and spread awareness of the difference made by our local charities.