JOSEPH GOROSPE

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SKILLS

Unreal Engine 4 and 5	3D Mathematics	Environment Query System	Cross-functional Collaboration
C++	Utility AI	Unreal Insights	Mentorship
Blueprints	Gameplay Ability System	Automation Tests	Servant Leadership

WORK EXPERIENCE

INFLEXION GAMES | Gameplay Programmer II   Edmonton, Alberta | April 2022 - November 2024
Nightingale 🔗

- Took ownership of encounter systems from designers, nativized core systems, and introduced persistence, replication, automated testing, gameplay debugger data, and level design tools, ensuring robust, extensible, and readable code.
- Acted as the primary point of contact for encounter systems, collaborating cross-functionally with other teams to align features with the game's vision and maintain the integrity of other systems.
- Spearheaded data authoring improvements, including streamlining POI markup, automating creature distribution, and introducing validation, reducing bugs by 80% and significantly cutting down time spent on authoring and debugging.
- Developed an editor tool for previewing and validating EQS queries, eliminating 95% of creature-spawning bugs.
- Refactored combat encounters to support bosses, enhance small space combat, and revamp enemy distribution for *Nightingale's* largest update, contributing to a boost in the game's Steam rating from "Mixed" (63%) to "Very Positive" (83%).
- Enhanced the spawning system by enabling custom EQC authoring and querying in C++, allowing for bespoke spawn locations and rule-based creature spawning, and a 97% reduction of EQS assets.
- Nativized the encounter spawning system and unified its data into data assets, reducing asset dependencies by 99%, streamlining the creature spawning setup, and increasing system extensibility.
- Refactored the encounter presentation system to support diegetic player communication, eliminating replication in core systems and laying the groundwork for rewards.

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, successfully meeting 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 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 fostering a strong client relationship.

PROJECTS

MUCK CLONE

I'm developing *Muck* in Unreal Engine 5, a survival crafting game with rougelike elements similar to *Risk of Rain 2*. Through its development, I'm gaining skills in various areas, including procedural map generation, 3C's (Character, Camera, Controls), and networking with a listen server.

EDUCATION

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

OTHER 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.

SHOKUNIN   February 2018 - August 2020

I worked as a server and manager at Shokunin during its peak season with the launch of *The Final Table*. I developed an onboarding program to standardize the offering of tasting menus and improve table turnover, reducing sit times to 90 minutes. Additionally, I trained the team in Japanese cooking techniques and terminology to enhance the authenticity of the dining experience.