Joseph Gorospe

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TECHNICAL SKILLS

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

Technologies: Unity3D, .NET, WordPress
Frameworks: Photon, Tailwind CSS, Node.js

WORK EXPERIENCE

ZUGALU | GAME & WEB DEVELOPER   Calgary, Alberta | September 2020 - Present

- Led the development, shaped the UX design, refactored assets and managed the completion of Zugalu'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.

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

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