Joshua Shier

Web Developer / Game Designer

22501 Ivy Ridge
Mission Viejo, CA 92692
Phone: (949) 680-0552
Email: joshuajamesshier@gmail.com
LinkedIn: linkedin.com/in/joshua-shier
Personal Website: people.ucsc.edu/~jshier/

EXPERIENCE

Junior Web Developer   June 2017—Present

Business Tech Pro, Lake Forest, CA

- Used NodeJS and WebTask to host a server to send keys for two factor authorization
- Built an eCommerce site using Shopify, populating it with products and writing sales copy
- Worked on the company's Shopify store editing products and webpage banners
- Set up Facebook Pixel to track click-traffic as well as managing Facebook ads

Web Development Intern   August—September 2016

My Choice Software, Lake Forest, CA

- Created product finder that prompts customers with specific product questions that redirects them to satisfactory products based on their answer
- Developed a blog using Wordpress for the company to post articles about relevant technology news and to direct customers to their store page

Computer Coding Instructor   June—August 2016

Code to the Future, Irvine, CA

- Manage classroom sizes of up to 20 students, ranging from 1st grade to 8th, and instruct them on the basics of computer-coding and game design
- Create engaging computer-coding curriculum for both the after school program and summer school, in order to encourage student learning, participation, and retention

Stocker/Cashier   September 2014—November 2017

UCSC Bookstore, Santa Cruz, CA

- Opened and closed the bookstore, trained new employees, kept the store consistently stocked with items for customers, and was responsible for handling monetary transactions

EDUCATION

Bachelor of Science: Computer Science: Game Design

University of California: Santa Cruz, Santa Cruz, CA

GPA: 3.4

Expected: May 2018

SKILLS

- **Javascript / HTML / CSS**
- **Unity / C#**
- **Wordpress / Angular / Vue**
- **Shopify / Liquid**
- **Python / Java / C++**

PROJECTS

SmartWatchHolders.com:

- Built Shopify site from the ground up with Facebook Pixel tracking to sell smart watch holders.

Product Finder:

- Created a web app that prompted customers with questions and redirected them to the corresponding product

Lumin (Graduate Game Project):

- Worked with a team to fully publish a video game over a school year as a graduating capstone
- Programmed level design and lighting using Unity and C#

Bee Game:

- Created a game based on the life of a bee from scratch in Javascript
- Programmed game mechanics and level design

Global Game Jam 2016:

- Assisted in creating game based on the theme Ritual in a span of 48 hours
- Developed the game idea and the infrastructure/ game mechanics