

# JOSH WHITE

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## Summary

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Enthusiasm for software development and a commitment to creating engaging user experiences is evident. Proficiency in multiple programming languages and collaborative project development showcases adaptability and teamwork skills. A strong foundation in computer science combined with practical applications in game development and interactive systems highlights readiness to contribute meaningfully to mission-driven initiatives focused on innovation and user engagement.

## Education

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University of Alabama at Birmingham  
Bachelor of Science in Computer Science

01/2021 - 08/2025

## Academic Projects

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### Sporting Goods Store CLI Application - C++ and Python versions

- Designed and built a menu-driven storefront simulator with interactive purchasing workflows for multiple product types (indoor & outdoor sports equipment).
- Implemented an extensible class hierarchy using inheritance and virtual functions, enabling polymorphic handling of all product types through a Product\* interface.
- Used STL Vectors to dynamically store and iterate product objects, with proper memory management via new/delete lifecycles.
- Integrated input validation, looping menus, and state controls to allow smooth user navigation between departments.
- Developed a parallel Python version using object-oriented and modular principles, demonstrating ability to translate designs between languages.

### Pixel Legends - Senior Capstone Game Project

- Collaborated with a team to design and build a top-down dungeon-crawler action game featuring multiple levels, enemy types, and boss encounter.
- Developed core player mechanics including movement system, sword combat, collision detection, hit boxes, and damage logic in GameMaker Language (GML).
- Implemented enemy AI behaviors such as pathfinding, aggression triggers, patrol logic, ranged & melee attack patterns, and scalable difficulty ramp.
- Created multiphase boss fights, integrating animations, health bars, attack cycles, and room-based event triggers.
- Worked in a team using version control (Git) and iterative development practices to deliver incremental builds throughout the semester.

## Work Experience

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### The Anvil Pub & Grill

Bartender

09/2021 - Present

- Delivered high-volume customer service in a fast-paced environment while maintaining accuracy, professionalism, and attention to detail.
- Managed simultaneous orders, payments, and customer requests, demonstrating strong multitasking and time-management skills.
- Utilized POS systems to process transactions, reconcile tabs, and resolve discrepancies efficiently.
- Trained and assisted new staff members, reinforcing team standards and operational consistency.

### Old Overton Country Club

Bartender

05/2018 - 09/2021

- Provided premium service to club members and guests in a high-end, members-only environment, emphasizing professionalism and attention to detail.
- Coordinated with event staff and management to support private events, tournaments, and banquets.
- Built strong rapport with members, contributing to repeat business and positive guest experiences.
- Followed strict policies related to service standards, safety, and member confidentiality.

## Technical Skills

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Programming Languages: Python · Java · C · C++ · Kotlin · Swift · GameMaker Language

Tools and Technologies: GitHub · GameMaker Studio 2 · Unreal Engine · Visual Studio/VS Code