

Justin L. Acosta

Software Developer



Summary

My friends say I'm a polyglot with a love for AR/VR, design, storytelling, and music production. I say I just want to make things!

Languages: [C#](#) / [Javascript](#) / [Python](#) / [Lua](#) / [C](#) / [Pure Data](#)

Other: [React](#) / [HTML](#) / [CSS](#) / [NodeJS](#) / [SQL](#) / [Logic X](#) / [Ableton](#)

Experience

Game Developer

Relish Studios

2022

Built games in Unity. My tasks ranged from coding tutorials with animation, to crafting particle effects, to creating a VR drum sampler.

[Unity](#) / [C#](#) / [SQL](#) / [Blender](#) / [Jira](#) / [BaseCamp](#) / [BitBucket](#)

QA Specialist

Relish Studios

2021

Provided QA for variety of projects ranging from video games, to phone applications developed for clients like PBS Kids and the NFL. During this time I was given numerous coding projects such as creating a program to play through some of our video games.

[Javascript](#) / [HTML](#) / [React](#) / [CSS](#) / [Cypress](#) / [Jira](#) / [BitBucket](#)

Software Developer

Freelance

2020-Present

Worked with clients to custom build websites for their companies using HTML, CSS, Javascript, React, SQL, MongoDB, Firebase, and Bootstrap. Co-created video game "Fragile Flowers" using Construct 3 and Javascript.

[React](#) / [Javascript](#) / [Python](#) / [C#](#) / [SQL](#) / [MongoDB](#) / [OpenCV](#) / [NodeJS](#) / [Firebase](#) / [Unity](#) / [GameMakerStudio 2](#) / [Django](#)

Education

UPENN, Philadelphia, PA

November 2019 - June 2020

[Full Stack Web Developer](#)

Johns Hopkins University, Baltimore, MD

August 2009

[Classical Guitar Performance](#)

Skills

Game Design / Game Development / Web Development / Audio Production

Contact



223.246.4100



leopoldleopold.github.io/xdportfolio



jleopoldacosta@gmail.com



Philadelphia, PA