

# Joshua Sperry

Junior Software Engineer

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## Experience

### Overcast Network | 2015 - 2016

I was part of a selected volunteer team responsible for adding and maintaining hundreds of custom map files. This included my own testing server in which I would load XML documents to test parameters against physical map properties.

### Java

I have created numerous small scale and multiple medium scale plugins in addition to a few APIs for use on [Spigot servers](#). All of these projects were built with Maven.

### C# / .NET

I created numerous small scale games utilizing both XNA and .NET libraries while keeping mod compatibility in mind using XML files and dynamically loaded DLLs.

### JS / HTML / CSS

I've created multiple [web page facades](#) as examples of enterprise websites. For personal projects I've used the processing framework p5js to create [small visual projects](#). In addition I've taken an interest in making [HTML5 web games](#).

## About Me

I am a self-taught junior software developer strong in OOP languages, specifically C# and Java. My functional language experience is limited to Javascript.

I have a passion for game making and world building as well as creating plugins and modifications for use in existing games. My open source projects can be found on my [Github page](#), and can be viewed on [my website](#).

## Objective

Obtain a position that will grant me the experience and growth I need to further my programming skills.

## Skills

Java - 4 years

★★★★☆

C# - 4 years

★★★★☆

.NET - 4 years

★★★★☆

jQuery - 2 years

★★★★☆

Javascript - 2 years

★★★★☆

HTML/CSS - 2 years

★★★★☆

Git - 4 years

★★★★☆

Maven - 4 years

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