JOSHUA RADFORD

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OBJECTIVE

Aspiring game developer looking for an entry-level or internship position where I can provide a creative expression of my coding and design skills while expanding my knowledge and connections in the industry of interactive development.

WORK EXPERIENCE

Game Developer Co-op at Xana Adhoc (Rochester, NY) (January 2021 – May 2021)

- Co-Developer and Level Designer in a team working in Unreal Engine 4, amongst many more writers, artists, & audio engineers.
- Responsible for scripting, conceptual/level design, UI/UX design, and documentation.

EDUCATION

Rochester Institute of Technology (RIT) (Rochester, NY) (2017 – Present)

Bachelor of Science, Game Design and Development

Pre-College Program at DigiPen Institute of Technology (Redmond, WA) (July 2016)

4-week program acquiring programming, design, and media techniques centered around game development and the Zero Engine.

SKILLS

Programming: C#, C++, C, HTML, CSS, JavaScript

Some Exposure: Python, Java, React, Bootstrap, Node.js

Development Programs: Unity Engine, Unreal Engine 4, Source Control (Git, Perforce), Documentation (Trello)

Art/Animation (Some Exposure): Adobe Creative Suite (PS, AA), Gimp, Blender, Maya

PROJECTS

Unity Application, Research Project (Data Analysis on Income Inequality) (4 Weeks)

- Parsed GeoJSON data through Python and into Unity scripts through the Mapbox toolset and a JSON library.
- Visualized the resulting geospatial data using Unity tools and game objects.

Personal Project, Web Application, D&D Character Creator (8 Weeks)

- Created a database for tracking server data and converting to PDF files.
- Developed account password protection and encryption.
- Programmed in JavaScript with the help of React, Mongoose, and CircleCI.

Academic/Personal Project, Unity Game (12 Weeks)

- Expanded skills on the independent production process with the help of a mentor.
- Experimented with procedural level & item generation.