

JOSHUA RADFORD

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(631) - 605 - 0017

WORK EXPERIENCE

Game Developer Co-op

Xana Adhoc

Rochester, NY (January 2021 – May 2021)

- Team designed and developed levels, user interfaces, and gameplay mechanics using Unreal Engine 4.
- Utilized visual scripting to implement functionality and enhance gameplay experiences.
- Worked closely with a multidisciplinary team of writers, artists, and audio engineers to align game elements with project goals.
- Authored detailed documentation to support development processes and ensure project continuity.

General Employee

The Bristol Assisted Living

Holtsville, NY (August 2016 – Present)

- Provided high quality service to, and engagement with, residents and staff; trained and mentored new hires; maintained a clean and safe environment.

PROJECTS

Data Analysis on Income Inequality

- 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.

Character Sheet - Web App

- Developed a full-stack web application with secure user authentication, password encryption, and PDF export functionality.
- Managed server-side data using JavaScript with React and Mongoose, ensuring a seamless user experience.
- Automated development workflows with CircleCI to maintain code quality and deployment efficiency.

EDUCATION

Master of Science, Computer Science

Rochester Institute of Technology (2023 – 2025)

Rochester, NY

Bachelor of Science, Game Design and Development

Rochester Institute of Technology (2017 - 2022)

Rochester, NY

Pre-College Program, Game Development

DigiPen Institute of Technology (July 2016)

Redmond, WA

- Gained hands-on experience in programming, design, and media creation.

SKILLS

Languages:

C#, HTML/CSS, JavaScript, Python, Java, C++

Development Tools:

Unity, Unreal Engine 4, Git, Perforce, Trello

UI/UX & Design:

Adobe Creative Suite, Gimp