



# Joshua Stephens

Software and Game Developer

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## Project Experience

### Technologies

C#  
.Net  
C++  
Java  
Lua  
OpenGL

### Technical Skills

Gameplay Programming  
AI Programming  
UI Design  
Level Design

### Development Tools

Unity Engine 5  
Unreal Engine 4  
Visual Studio 2015

### Education

**Neumont University**  
*B.S. in Software and Game  
Development*  
September/2017  
Summa Cum Laude  
GPA: 3.97

### Portfolio Website

[www.josh.games/portfolio](http://www.josh.games/portfolio)

#### Software Developer, Team Leader

##### IGT

Neumont University Collaborative Project  
June 2017 – Present

*Technologies: Custom Version of Unity, C#*

**Description:** Developing tools to automate game development process.

#### Lead Game Designer, Gameplay Programmer Holo Defender

<http://josh.games/2017/06/10/holo-defender/>

May 2017 – June 2017

*Technologies: Unity 5, C#, Windows SDK*

**Description:** Holo Defender is a tower defense for the Microsoft HoloLens.

##### Responsibilities:

- Led a team to design and develop a game in 4 weeks.
- Created 3D User Interface designed specifically for augmented reality.
- Designed and developed 6 unique tower designs.

#### Web Developer

##### Boom Startup

Neumont University Collaborative Project  
Apr 2017 – June 2017

*Technologies: PHP, Javascript, CSS, Ajax*

**Description:** Boom Startup is a lean startup accelerator program.

##### Responsibilities:

- Adding various new features to existing online platform.
- Identifying and fixing bugs and issues.

#### Gameplay Programmer, Level Designer

##### Burst Fighters

[www.josh.games/2017/02/19/burst-fighters/](http://www.josh.games/2017/02/19/burst-fighters/)

Neumont University Collaborative Project  
Jan 2017 – Mar 2017

*Technologies: Unity 5, C#*

**Description:** Burst Fighters is a published mobile 3D physics-based RPG.

##### Responsibilities:

- Implemented core gameplay systems.
- Designed 15 unique 3D battle arenas.
- Optimized performance for Android platform.

#### Engine Programmer, Tools Developer

##### Nomad Development Kit

[www.josh.games/2017/02/19/nomad-dk/](http://www.josh.games/2017/02/19/nomad-dk/)

Neumont University Capstone Project  
Oct 2016 – Dec 2016

*Technologies: C++, Lua, QT Framework, OpenGL*

**Description:** Nomad is a 3D game development toolkit that allows game developers to build and test games natively on Windows or an Android tablet.

##### Responsibilities:

- Created a lightweight, portable game engine and editor.
- Implemented real-time Lua scripting system.