



JOSH WADE

SOFTWARE DEVELOPER

SKILLS

ENGINES AND PLATFORMS

Unity • Unreal Engine 4 •
Nintendo Switch • Xbox One •
PlayStation 4 • Android

TOOLS

Visual Studio • .NET
Framework • Universal
Windows Platform • Perforce •
Git • Wwise

LANGUAGES

C • C# • C++ • Java • Python •
HTML • XML • JSON • SQL

EDUCATION

**B.S. COMPUTER SCIENCE •
SPRING 2018 • UNIVERSITY OF
CENTRAL FLORIDA**

**M.S. INTERACTIVE
ENTERTAINMENT • FALL 2019
• FLORIDA INTERACTIVE
ENTERTAINMENT ACADEMY**

EXPERIENCE

TEACHING ASSISTANT • UCF • JAN 2016 – MAY 2016

Graded tests and developed assignments for more than 200 students in Computer Science II.

CO-INVESTIGATOR • UCF • MAY 2016 – JUL 2016

Developed architecture for a storytelling AI with other students for a study-abroad program in Erfurt, Germany.

PROGRAMMER • I-CON SYSTEMS • SEP 2016 – AUG 2018

Programmed and deployed Internet of Things solutions for cloud-based water-saving plumbing fixtures.

PROGRAMMER • IRON GALAXY STUDIOS • SEP 2019 – AUG 2021

Designed and implemented workflow solutions, including smoke tests, asset configuration, and platform controller management.

GAMES

KOIBITO • PROJECT LEAD • TOOLS PROGRAMMER

Led development and created a dialogue tool for an educational visual novel.

PRISOM • GAMEPLAY PROGRAMMER • LEVEL DESIGNER

Programmed the core mechanic and four of eight levels for a puzzle game submission to the 2018 Epic Game Jam.

LUMBERJACKIN' IT • GAMEPLAY PROGRAMMER

Implemented the core mechanic of a woodcutting mobile game.

RM080416 • PROJECT LEAD • DESIGNER • WRITER

Developed an independent horror game, managing gameplay, design, script, and overall production.



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