

Joel Shuart

joelshuart@gmail.com

www.joelshuart.com

(703) 408-0750

Skills | *Languages:* Haxe/Flambe, C++, C#, Javascript, HTML, CSS, SPL
Technologies: Phaser3, Unity, Photoshop, Illustrator, Splunk, Powerpoint, Word, Maya
Other: Quality Assurance

Education | Rochester Institute of Technology [Graduated Cum Laude 2019]
Bachelors of Science in Game Design and Development
Minor in Psychology

Portfolio | More projects and info listed on my website [newest -> oldest]

The Original Mobile Games [C#] [Unity] [Nintendo Switch] [Android]

- Improved gameplay and optimization of Original Mobile Games Android version
- Ported mobile version of game to the Nintendo Switch, and improved features for new platform
- Updated core mechanic, added more dynamic controls for the Switch, improved optimization
- Collection of classical handheld physics games digitized for the Strong Museum of Play

The Floor is Lava [C#] [Unity] [Networked Multiplayer]

- 3 Person Team, 14 week project
- Gameplay, Networking, Shader, and UI Programming
- Networked multiplayer competitive platformer based on childhood game

Castle SilVR [C#] [Unity] [Windows MR/VR]

- 9 Person Team (4 art, 5 design and programming), 14 week project
- Presented at RIT President's Alumni Ball 2018, and ImageRIT 2018
- Lead Programmer; VR Controls, gameplay, and UI Programming
- VR Puzzle/Stealth game: Help a thief rob a castle and get out undetected

Experience |

[May 3, 2019 – Current] **Workinman Interactive**

Developer

- Worked through full cycle of development and game design, from initial prototyping to final QA,
- Worked on multiple HTML5 games as sole developer in Haxe, and Phaser
- Massively extended Phaser engine template, adding usability, utility, and other features.
- Maintained Live Unity game with monthly content updates
- Worked with companies such as Noggin (Nickelodeon) and Disney
- Technologies: Haxe/Flambe, C#, Unity, Javascript, Phaser 3

[January 15, 2019 – April 26, 2019] **Second Avenue Learning**

Unity Developer Intern

- Nintendo Switch game port, Quality Assurance, Unity Android app
- Technologies: Unity, C#, Nintendo Switch, Android Studio

[August 21, 2017 – December 15, 2017] **Diebold Nixdorf**

Software Engineering Intern

- Data Analytics and Visualization, Software Engineering
- Technologies: Splunk, Javascript, XML, C#, Unity, AR Kit

www.linkedin.com/in/joelshuart | <https://github.com/jayshuart>