Joshua Henning

Orlando, Florida

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Summary

Passionate video game designer and programmer. Full games designed and created on both front and back ends. Worked both as a leader and team member. Experienced working and learning in new environments while developing. Developer well-versed in designing, structuring, creating and implementing interactive games. Able to develop and work on multiple projects simultaneously.

Technical Skills and Qualifications

Engines:
Unity (5 years) • Unreal Engine 4 (1 year)

Languages:
C# (5 years) • C (1 year) • C++(6 months) • Java (1 year) • Javascript (2 years) • Lua (1 year) • Python (6 months) • HTML (2 years) • ActionScript 3 (2 years)

Technologies:
Vuforia • ARCore • Hololens • Visual Studios • Perforce • SourceTree • GitHub • TortoiseSVN • Photoshop • Maya • Google Analytics • AWS(Amazon Web Services) • Windows • Linux • Mac

Professional Work Experience

Lead Programmer - NDA (Unity3D - C#)   08/2019 - 11/2019
Lockheed-Martin - Inhance Digital   Orlando, FL
- Created project timeline and project structure for the team to follow
- Managed relations and project expectations with client on a tight deadline.
- Ensured that project was ready for release and provided show support
- Worked and learned new technology and adjusted project to ensure best performance

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Gameplay Engineer - PlayOcean Casino (Unity3D - C#)   06/2017 - 06/2019
Carnival Cruise Lines - GoneGypsyGames   Orlando, FL
- Created in C# with Unity3D to produce quick prototyping to a final polished product.
- Managed and developed full project from start to finish including quick redesigns that happened over night.
- Implemented industry standard practices for coding development and structures to help reduce down game process usage.

Developer - City Unseen (Unity3D - C#)   06/2018 - 11/2018
Continuum Studios   Orlando, FL
- Worked with artists to produce an AR art installation around downtown Orlando..
- Designed and implemented a UI and user flow for menus in an AR experience
- Managed project maintenance procedures, including project upgrades and backups.
- Optimized experiences to be designed quickly and future proof.

Awards - Golden Brick: recognizes projects that have positively impacted Downtown Orlando.

Education

Bachelor of Arts: Video Game Design   12/2016
University of Central Florida   Orlando, FL

Industry Engagement

C++ Camp Instructor   08/2017
IDTech, University of Washington   Seattle, WA