

Joshua Henning

Orlando, Florida

Telephone: (904) 553-1470

Email: Jhenning92@gmail.com

Portfolio: JoshuaHenning.com



Summary

Passionate game designer and programmer with extensive experience in designing, creating, and optimizing gameplay systems. Proven ability to lead teams and collaborate across disciplines to deliver innovative ideas. Skilled in Unity, C#, and gameplay mechanics, with experience in multiplayer systems and performance optimization. Adept at adapting to new technologies and managing multiple projects while focusing on high-quality player experiences.

Technical Skills and Qualifications

Engines:

Unity (10 years) • Unreal Engine 4 (1 year)

Languages:

C# (10 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 • JetBrains Rider • Git • P4 • SourceTree • GitHub • TortoiseSVN • Photoshop • Maya • Google Analytics • AWS(Amazon Web Services) • Windows • Linux • Mac

Professional Work Experience

Lead Gameplay Programmer - Hunting Battle, Sniper Battle HypGames

06/2023 - Present
Orlando, FL

- Lead development of core gameplay systems like bullet physics and multiplayer match flow
- Optimized game architecture, improving performance, boot flow, and state management
- Designed and implemented multiplayer features like rematch logic and real-time opponent interactions
- Established team pipelines and debugging workflows, improving collaboration across disciplines
- Collaborated with cross-functional teams to integrate new features and deliver consistent updates

Lead Gameplay Programmer - NBA All-World (AR, Geolocation) Niantic - HypGames

02/2020 - 06/2023
Orlando, FL

- Led development from prototype to launch of a large-scale geolocation AR mobile game
- Architected modular game systems for long-term scalability
- Provided Unity support to team members for optimal engine usage
- Developed rapid AR prototypes for early visualization and design
- Coordinated with external partners to integrate location-based gameplay elements

Lead Programmer - Lidar Helicopter Presentation (HoloLens) Lockheed-Martin - Inhance Digital

08/2019 - 11/2019
Orlando, FL

- Managed project structure, timeline, and expectations with clients on a tight deadline
- Delivered a fully functional product on schedule, ensuring support readiness post-launch
- Worked with new technology to ensure best performance and streamlined development

Additional Experience

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Gameplay Engineer – *PlayOcean Casino* | *Carnival Cruise Lines* | 06/2017 - 06/2019 | Orlando, FL

Developer – *City Unseen (AR)* | *Continuum Studios* | 06/2018 - 11/2018 | Orlando, FL

Developed and optimized projects across mobile and AR, ensuring scalability, performance, and seamless user experiences

Awards: *Golden Brick Award:* Recognized for impactful projects in Downtown Orlando

Education

Bachelor of Arts: Video Game Design
University of Central Florida

12/2016
Orlando, FL