

Joshua Salazar

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Innovative Game Engineer with a strong drive to create games

Summary

- Excellent math skill with a strong **3D and 2D math**
- Strong **C++** and **C#** development skills
- Experience working within multiple domains: gameplay, **graphics**, audio, and physics
- **Passion** for creating great games

Core Competencies

- C#
- C++
- JavaScript
- ActionScript 3

Development Tools

- Visual Studio 2013
- Unity3D
- FlashBuilder
- TortoiseSVN/GitHub

Technical Skills

- Game Design
- 3D Math
- Object-Oriented Programming

Experience

Project	Roles & Responsibilities	Date
Megabucks Double Gold/Pink Diamonds (IGT) - Mechanical reel slot game with a wide area progressive	Lead Engineer <ul style="list-style-type: none"> ▪ Scalable progressive working on multiple machines ▪ Create a Light Controller to play light sequences on machines and to be used in future games ▪ Get game in to meet regulation standards <i>Technologies: Unity3D, C#, Visual Studio 2013, Perforce</i>	8/2015 - 8/2016
House of Cards Power and Money/Welcome to Washington (IGT) - Multi-line and scatter-line video slot game with a free spins and wheel bonus	Software Engineer <ul style="list-style-type: none"> ▪ Create Wild Bonus for both versions ▪ Work on the the Free Spins bonus ▪ Implement History and Utility features <i>Technologies: Unity3D, C#, Visual Studio 2013, Perforce</i>	1/2015 - 8/2015
Virtual Speech Therapy(VST) - Create and port flash games to work with networked between a speech therapist and a student.	Game Developer <ul style="list-style-type: none"> ▪ Port over 10 Flash games to work with Adobe Connect ▪ Create tools for the speech therapists ▪ Make games to help student with speech impediment <i>Technologies: ActionScript 3, FlashBuilder, Adobe Connect</i>	9/2014 - 12/2014
Lycan – Unity3D game where each team must convert enemy players to their side. Team consist of Lycans and Human.	Game Developer <ul style="list-style-type: none"> ▪ Human AI places traps when running away ▪ AI runs away from nea by enemies using nodes to figures out what direction to go according to the level's navmesh ▪ AI knows when to hide and when to run away during their week cycle. <i>Technologies: Unity3D, C#, Visual Studio 2013</i>	7/2014 - 9/2014
InContact – Created a tool for InContact developers to use, that will kill runaway scripts.	Software Developer / Team Lead <ul style="list-style-type: none"> ▪ Determine what is a runaway script based on how many actions per second a script is performing. ▪ Used JavaScript to add graphs to the web app. ▪ Graphs showed how much action was happening in the cluster and updated in real time. <i>Technologies: .Net, MVC4, JavaScript, AJAX, Visual Studio 2013, Team Foundation Server</i>	4/2014 - 6/2014

<p>GTech – Develop two games that will work on GTech’s game hub, each game with specific specifications</p>	<p>Game Developer</p> <ul style="list-style-type: none"> ▪ Created fun and simple mini games for the main game ▪ Added transitions between scenes ▪ Implemented sounds to give the player feedback <p><i>Technologies: ActionScript, FlashBuilder, Starling, TortoiseSvn</i></p>	<p>1/2014 - 3/2014</p>
<p>3D Renderer Engine – A game engine built with C++ using the OpenGL API.</p>	<p>Software Developer</p> <ul style="list-style-type: none"> ▪ Renders 3D objects using OpenGL ▪ Ability to use multiple vertex/frag shaders <ul style="list-style-type: none"> ○ Shadows ○ Ambient, Diffuse, and Specular lights ○ Multiple textures on single object ○ Cube Map ○ Vertex Displacement ○ Noise Textures ▪ Developed a 2D Physics engine that incorporates kinematics. ▪ Developed debug tools like debug menus, profiler, logger, and a debug camera <p><i>Technologies: C++, OpenGL, Qt, Visual Studio 2010</i></p>	<p>3/2013 - 4/2014</p>

Education

Bachelor of Science in Software and Game Development
Neumont University

9/2014