

# Joshua Salazar

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**Innovative Game Engineer with a strong drive to create games**

## Summary

- Strong **C#** and **C++** development skills
- Excellent math skill with a strong **3D and 2D math**
- 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 2015
- Unity
- Perforce
- Jira

## Technical Skills

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

## Experience

Company	Responsibilities & Projects	Date
<b>IGT</b> Working on creating fun and engaging premium slot machine games.	<b>Software Engineer II</b> <ul style="list-style-type: none"><li>▪ Lead multiple projects from start to completion</li><li>▪ Worked on game for different cabinets. Working with video slots, mechanical reels, and physical wheels</li><li>▪ Create internal tools to help future projects</li></ul> <b>Games</b> <ul style="list-style-type: none"><li>▪ Wheel of Fortune Cruise to Riches (2017)</li><li>▪ Wheel of Fortune Wild Adventures (2017)</li><li>▪ Wheel of Fortune Triple Double Diamonds (2017)</li><li>▪ Megabucks Double Gold/Pink Diamonds (2016)</li><li>▪ House of Cards Power and Money/Welcome to Washington (2015)</li></ul> <i>Technologies: Unity, C#, VS 2015, Jira, Perforce</i>	<b>1/2015</b> - <b>Present</b>
<b>eLuma</b> Created and ported flash games to work with between a speech therapist and a student over a networked connection.	<b>Game Developer</b> <ul style="list-style-type: none"><li>▪ Ported over 10 Flash games to work with Adobe Connect</li><li>▪ Create tools for the speech therapists to personalize to their students</li><li>▪ Make games to help student with speech impediment</li></ul> <i>Technologies: ActionScript 3, FlashBuilder, Adobe Connect</i>	<b>9/2014</b> - <b>12/2014</b>
<b>Lycan (Student Project)</b> Unity3D game where each team must convert enemy players to their side. Team consist of werewolves and humans.	<b>Game Developer</b> <ul style="list-style-type: none"><li>▪ Human AI places traps when running away</li><li>▪ AI runs away from near by enemies using nodes to figure out what direction to go according to the level's navmesh</li><li>▪ AI knows when to hide and when to run away during their week cycle.</li></ul> <i>Technologies: Unity, C#, VS 2013</i>	<b>7/2014</b> - <b>9/2014</b>
<b>InContact</b> Created a tool for InContact developers to use, that will kill runaway scripts.	<b>Software Developer</b> <ul style="list-style-type: none"><li>▪ Determine what is a runaway script based on how many actions per second a script is performing</li><li>▪ Used JavaScript to add graphs to a web app</li><li>▪ Graphs showed how much action was happening in the cluster and updated in real time</li></ul> <i>Technologies: JavaScript, MVC4, VS 2013, Team Foundation Server</i>	<b>4/2014</b> - <b>6/2014</b>

## Education

**Bachelor of Science in Software and Game Development**  
Neumont University

9/2014