JOSH **HUSTING**

email: joshhusting@gmail.com · portfolio: joshhusting.weebly.com

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

GRADUATED 2019
BS Computer Science: Computer Game Design

TECHNICAL SKILLS

C#, Unity, C++, Unreal Engine, Git, SourceTree, StarUML, Agile/Scrum, Jira, Physical & Digital Prototyping, Java, JavaScript, Python, C, Photoshop, Autodesk Maya, GLSL

RELEVANT WORK EXPERIENCE

TECH LEAD - INTEGRATION INNOVATION, INC - DEC 2019 - PRESENT
The same responsibilities as Game Developer (below) plus:
- Technical analysis and system design of future software architecture
- Release and sprint planning for future software, delegation of tasks to meet strict deadlines
- Creating and maintaining task boards using Jira and the Agile/Scrum development process
- Organizing and directing team meetings (daily scrum, weekly sprint reviews) and presenting software demos to the customer monthly

GAME DEVELOPER - INTEGRATION INNOVATION, INC - OCT 2019 - DEC 2019
- Development, test, analysis, and validation of software in Unity (C#)
- Implementation and animation of UI based on static compositions made by graphic designers
- Design and implementation of new systems like: dynamic asynchronous asset loading using Addressable Assets and Scriptable Objects, UI screen and widget management systems, navigation and scene management systems, custom inspectors, tools, and more

GAME DESIGN RESEARCHER - UC SANTA CRUZ - JAN 2019 - JUN 2019
- Rapid physical and digital (Unity) prototyping for a University-funded climate change game

NOTABLE PROJECTS

PLAYGROUND HEROES - UE4 - **MORE INFO**
Producer, lead programmer and gameplay/encounter designer on year long, 9-person game.
- Implemented highly polished player controllers mimicking the *Dark Souls* combat system using C++ and animation blueprints
- Designed and implemented various boss and enemy AI controllers making great use of inheritance, polymorphism, and linear algebra
- Learned the importance of clear, effective communication within a team environment

GOOEY CASTLE - UE4 - **MORE INFO**
VOTED BEST OVERALL (OUT OF 2,646 ENTRIES) - GTMK GAME JAM 2019
Programmer, designer on couch coop game where only one player can control at a time
- Implemented and contributed to design of all player-related mechanics using blueprint visual scripting, including the game's central control-swapping mechanic
- Designed, implemented, and animated UI widgets and menus