

Joshua Wardlaw

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Summary

Game designer with experience developing multiple game projects in a collaborative team environment using tools such as Unity and Unreal. Worked with other designers to assess design decisions and ensure games met our design objectives by brainstorming and implementing creative solutions to design obstacles.

Education

Bachelor of Science in Computer Game Science May 2018

University of California, Irvine

Technical Skills

Programming Languages: C#, C, C++, JavaScript, Python, Lua, HTML/CSS

Utilities: Git, Perforce, JIRA, Unity, Unreal, Maya/Blender, Linux, Make, UNIX, Visual Studio, Windows, WPF

Experience

QA Tester

Winter 2019-Present

Ready at Dawn

- Tested VR games from early prototyping to final release
- Wrote Python scripts to assist in automatically updating test documentation
- Performed stream management/version control tasks in association with Build Engineering in Perforce
- Provided critical feedback on new games and game features
- Shipped an expansive VR title (Lone Echo 2)

Instructor

Summer 2019

iD Tech Camps

- Taught children aged 7-17 technical skills like logic, programming, and game development tools
- Co-taught with other instructors and developed new curriculum as necessary
- Assisted other staff with daily needs of the camp and assisted parents with planning learning objectives

Software Development Intern

Summer 2015

Clifton Meyers Enterprises, Orange, CA

- Collaborated with a development team in an Agile development environment and completed my tasks
- Developed data migration scripts in JavaScript to move ticketing system from Microsoft TFS to JIRA
- Worked remotely with international development teams to solicit feedback and tailor my work to their needs

Design Director

Winter 2014-2018

UC Irvine Video Game Development Club

- Created and administered weekly game design workshops for 5-20 students at a time to practice design skills
- Assisted club executives in restructuring the club to better facilitate working with other disciplines
- Mentored junior student developers with development best practices

Gameplay Programmer

Winter 2017

Curbside Combat

- Scripted a feature complete fighting game with custom collisions in Unity C# and other game content
- Assisted in the design of game systems, with an emphasis on ensuring the game was new player friendly
- Organized communication between artists, designers, and programmers by arranging meetings and distributing workload