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 skills with a strong 3D and 2D math
- Experience working within multiple domains: **Gameplay**, UI, Graphics, and Audio
- Passion for creating great games

Programming Languages	Development Tools	Technical Skills
- C#	 Visual Studio 	 3D Math
- C++	 Unity 	 Game Design
 ActionScript 3 	 Perforce/Git 	 Object-Oriented
-	 Jira/Confluence 	Programming

Experience			
Company	Responsibilities & Projects	Date	
Blue Marble Health Co Helped create Health in Motion, an app that gamifies physical therapy.	 Staff Programmer Helped port project to Android and iOS Optimized for mobile. Worked with team to create a pipeline to accommodate mobile platforms. Updated shaders and assets to be more mobile friendly. Implemented a new UI in app to be more touch friendly and work with PCs Created Daily Task system that lets users know what tasks they need to complete that was assigned by their doctor Added support of heart rate monitors and tobii eye sensor. 	1/2018 - Current	
IGT Working on creating fun and engaging premium slot machine games.	 Game Health in Motion Technologies: Unity, C#, VS 2019, Jira, Git, Xcode Software Engineer II Lead multiple projects from start to completion Worked on games for different cabinets. Working with video slots, mechanical reels, and physical wheels Create internal tools to help accelerate production of projects 	1/2015 - 12/2017	
	Games Wheel of Fortune Cruise to Riches (2017) Wheel of Fortune Wild Adventures (2017) Wheel of Fortune Triple Double Diamonds (2017) Megabucks Double Gold/Pink Diamonds (2016) House of Cards Welcome to Washington (2015) Technologies: Unity, C#, VS 2015, Jira, Perforce		
eLuma Created and ported flash games to work with between a speech therapist and a student over a networked connection.	 Game Developer Ported over 10 Flash games to work with Adobe Connect Create tools for the speech therapists to personalize to their students Made games to help students with speech impediment Technologies: ActionScript 3, FlashBuilder, Adobe Connect 	9/2014 - 12/2014	

Education