

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
IGT Working on creating fun and engaging premium slot machine games.	Software Engineer II <ul style="list-style-type: none">▪ Lead multiple projects from start to completion▪ Worked on game for different cabinets. Working with video slots, mechanical reels, and physical wheels▪ Create internal tools to help future projects Games <ul style="list-style-type: none">▪ 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 Power and Money/Welcome to Washington (2015) <i>Technologies: Unity, C#, VS 2015, Jira, Perforce</i>	1/2015 - Present
eLuma Created and ported flash games to work with between a speech therapist and a student over a networked connection.	Game Developer <ul style="list-style-type: none">▪ Ported over 10 Flash games to work with Adobe Connect▪ Create tools for the speech therapists to personalize to their students▪ Make games to help student with speech impediment <i>Technologies: ActionScript 3, FlashBuilder, Adobe Connect</i>	9/2014 - 12/2014
Lycan (Student Project) Unity3D game where each team must convert enemy players to their side. Team consist of werewolves and humans.	Game Developer <ul style="list-style-type: none">▪ Human AI places traps when running away▪ AI runs away from near by enemies using nodes to figure 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: Unity, C#, VS 2013</i>	7/2014 - 9/2014
InContact Created a tool for InContact developers to use, that will kill runaway scripts.	Software Developer <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 a web app▪ Graphs showed how much action was happening in the cluster and updated in real time <i>Technologies: JavaScript, MVC4, VS 2013, Team Foundation Server</i>	4/2014 - 6/2014

Education

Bachelor of Science in Software and Game Development
Neumont University

9/2014