

# Joshua Henning

Orlando, Florida

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Portfolio: [JoshuaHenning.com](http://JoshuaHenning.com)



## Summary

Passionate video game designer and programmer. Full games designed and created on both front and back ends. Worked both as producer and team member. Experienced working and learning in new environments while developing. Developer well-versed in designing, structuring, creating and implementing interactive games.

## Technical Skills and Qualifications

### Engines:

Unity (3 years) • Unreal Engine 4 (1 year)

### Languages:

C# (3 years) • C (1 year) • C++(1 year) • Java (1 year) • Javascript (2 years) • Lua (1 year) • Python (6 months) • HTML (2 years) • ActionScript 3 (2 years)

### Programs:

Perforce • SourceTree • GitHub • Photoshop • Maya • Visual Basic • Microsoft Access • Microsoft Excel • Google Analytics • AWS(Amazon Web Services) • Microsoft Windows • Linux

## Relevant Professional Experience

### **Gameplay Engineer - PlayOcean Everywhere/Casino (Unity3D) 06/2017 - Present** **GoneGypsyGames** **Orlando, FL**

- Developed front end UI and gameplay for a mobile Lottery Application to be used both in cruise ship casinos and on mobile phones.
- Used C# to allow servers to interact with front end UI to create engaging player experiences.
- Worked nationally with multiples large teams to collaborate and create a professional application for a large scale company.
- Went through multiple cycles of development for a refined and polished UI that works based on client's demand.
- Learned industry standard practices for coding development and structures to help reduce down UI process usage.

### **Producer/Tech Lead - Trials of Set (Unreal Engine) 08/2016 - 12/2016** **Vision Studios** **Orlando, FL**

- Worked with Unreal's Blueprints and kismet to create and design new mechanics
- Took designer's mechanics and implemented them into engine to specifications.
- Worked on a small team to fulfill a large scoped production in a small time manner.
- Developed and managed project plans while quality checking and implementing mechanics into engine.
- Executed project maintenance procedures, including project upgrades and server backups.
- Optimized game to help increase frame rate and lower overall process usage

## Education

**Bachelor of Arts: Video Game Design** **12/2016**  
**University of Central Florida** **Orlando, FL**

## Work History

**C++ Camp Instructor** **08/2017**  
**IDTech, University of Washington** **Seattle, WA**