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| Joshua Henning**Orlando, Florida****Telephone: (904) 553-1470****Email:** **Jhenning92@gmail.com****Portfolio:** [**JoshuaHenning.com**](http://www.joshuahenning.com/) | **JH** |

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| Summary | Passionate video game designer and programmer. Full games designed and created on both back and front ends. Worked both as producer and team member. Experienced working and learning in new environments while developing. Developer well-versed in structuring, creating and implementing interactive games. |
| Technical Skills and Qualifications | **Engines:** Unreal Engine 4 (1 year) **•** Unity (2 years) **Languages:** C (1 year) **•** C++ (6 months) **•** C#(2 years) **•** 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  | Producer/Tech Lead - Trials of Set (Unreal Engine) 08/2016 - 12/2016 **Vision Studios Orlando, FL** Worked with Unreal’s Blueprints and kismat to create and design new mechanicsTook 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

Programmer - Black Sun (Unity3D) 05/2016 - 07/2016 **Polygon Playground Orlando, FL*** Developed ability to manage time and multitask efficiently.
* Worked in C# to create a database from JSON and manage data input.
* Managed teams source control and implication of assets.
* Designed and programmed in C# user interfaces to interact with inventory management.
* Mapped industry standard design patterns to existing codebase to derive a database model of the item and inventory system.
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| Education | Bachelor of Arts: Video Game Design 12/2016University of Central Florida Orlando, FL  |
| Work History | **Bartender/Server/Trainer**  **04/2015-Present****Joe’s Crab Shack**  **Orlando, FL** |