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| Joshua Henning  **Orlando, Florida**  **Telephone: (904) 553-1470**  **Email:** [**Jhenning92@gmail.com**](mailto: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 front and back ends. Worked both as a leader and team member. Experienced working and learning in new environments while developing. Developer well-versed in designing, structuring, creating and implementing interactive games. Able to develop and work on multiple projects simultaneously. |
| Technical Skills and Qualifications | **Engines:**  Unity (5 years) **•** Unreal Engine 4 (1 year)  **Languages:**  C# (5 years) **•** C (1 year) **•** C++(6 months) **•** Java (1 year) **•** Javascript (2 years) **•** Lua (1 year) **•**  Python (6 months) **•** HTML (2 years) **•** ActionScript 3 (2 years)  **Technologies:**  Vuforia **•** ARCore **•** Hololens **•** Visual Studios **•** Perforce **•** SourceTree **•** GitHub **•** TortoiseSVN **•** Photoshop **•** Maya **•** Google Analytics **•** AWS(Amazon Web Services) **•** Windows **•** Linux **•** Mac |
| Professional Work Experience | Lead Programmer - NDA (Unity3D - C#) 08/2019 - 11/2019 **Lockheed-Martin - Inhance Digital Orlando, FL**   * Created project timeline and project structure for the team to follow * Managed relations and project expectations with client on a tight deadline. * Ensured that project was ready for release and provided show support * Worked and learned new technology and adjusted project to ensure best performance  . Gameplay Engineer - PlayOcean Casino (Unity3D - C#) 06/2017 - 06/2019 **Carnival Cruise Lines - GoneGypsyGames Orlando, FL**   * Created in C# with Unity3D to produce quick prototyping to a final polished product. * Managed and developed full project from start to finish including quick redesigns that happened over night. * Implemented industry standard practices for coding development and structures to help reduce down game process usage.  Developer - City Unseen (Unity3D - C#) 06/2018 - 11/2018 **Continuum Studios Orlando, FL** Worked with artists to produce an AR art installation around downtown Orlando..Designed and implemented a UI and user flow for menus in an AR experience  * Managed project maintenance procedures, including project upgrades and backups. * Optimized experiences to be designed quickly and future proof.   **Awards** - Golden Brick: recognizes projects that have positively impacted Downtown Orlando. |
| Education | Bachelor of Arts: Video Game Design 12/2016University of Central Florida Orlando, FL |
| Industry Engagement | **C++ Camp Instructor**  **08/2017**  **IDTech, University of Washington** **Seattle, WA** |