JOSHUA GRAZDA

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Carlsbad, CA ▲ (518)-545-0362

EDUCATION

Champlain College, Burlington VT
2016 - 2020
Bachelor of Science Degree in Game
Programming with a Minor in
Mathematics

Champlain College Montreal
Fall 2018
Studied Unity, Artificial Intelligence, and
Game Development under professionals
from AAA to indie development.

RELEVANT COURSE WORK

Programming:
Game Architecture
Data Structures & Algorithms
Inter Graphics & Anim Programming
Advanced Animation Programming
AI For Games
Game Physics

Mathematics:
Calculus I & II
Discrete Math
Linear Algebra
Matrices, Vectors, and 3D Math

TECHNICAL SKILLS

C/C++, C#, Python
Unity 3D, Unreal Engine 4
Visual Studio, Blueprint Scripting (UE4)
Perforce, Git, Mercurial
Adobe Photoshop and Illustrator
Slack, Zoom, Confluence

SOFT SKILLS

Strong Leadership
Excellent Written and Verbal Communication
Independently Motivated
Team Driven
Strong Ability to Multitask

PRODUCTION EXPERIENCE

■ **Designer: Systems**

Rockstar San Diego   January 2022-Present

■ **Associate Game Designer**

Rockstar San Diego ▲ August 2020-January 2022

- Working from home with proprietary development software to contribute to team development

■ **Lead Programmer | Unreal | Cash Force**

Fellow Humans LLC ▲ September 2019-August 2020

- Thrived in a multi-disciplinary team of 17 developers.
- Successfully lead 3 programmers implementing gameplay systems and architecture.
- Contributions included: Procedural City Generation, Gameplay Systems, and A* Pathfinding.

■ **Lead Programmer | Unity | Simple Sandwich**

Fellow Humans LLC ▲ January 2019-September 2019

- Rapidly prototyped and developed this project over 16 weeks following agile development methods.
- Served as an effective facilitator for a team of 8 developers by code reviewing game systems with designers and programmers.
- Contributions included: General Game Architecture, UI Implementation, Development Tools Creation.

PROFESSIONAL DEVELOPMENT

Attended several events in order to further knowledge on innovative development techniques and practices. A more concrete appreciation of Development Pipeline and Exploration of additional industry disciplines was achieved during these experiences. Such events include

- ▲ PAX East
- ▲ MIGS
- ▲ MEGA
- ▲ Various Game Jams