JOSHUA PELKINGTON

Game Programmer & Developer

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WORK EXPERIENCE

Lead Programmer - *Abducted Monkeys LLC*

02/2022 - 2/2024

- Led a team of 2 developers to a successful commercial launch of "Trouble in Tornado Town" that generated $1,500+ in revenue with 300+ units sold
- Implemented agile development practices, enabling on-time deliverables and communication between teams
- Architected core gameplay features and deployed 2 post-launch updates based on user feedback, increasing player retention and driving additional sales

IT Intern & Instructor - *Lavner Education*

03/2023 - 09/2023

- Loaded, unloaded and gathered camp materials for shipping to camps worldwide, ensuring timely material deliveries and minimizing shipping errors
- Assisted students, parents and staff with questions and problems regarding camp resources, achieving high satisfaction and response times for 150+ tickets
- Taught lessons and improvised activities for kids ages 6-13 for several different subjects, including game development, delivering high quality instruction and instructor substitution

Interactive Game Design Intern - *TeachMeTV LLC*

03/2022 - 09/2022

- Developed 6 multi-platform educational games using Unity C#, increasing engagement on the TeachMeTV platform
- Independently delivered all projects on schedule through effective milestone management
- Improved products based on stakeholder feedback, refining gameplay and visuals to accommodate the target child and parent audiences

Gameplay Programming Intern - *DVNC Tech LLC*

03/2021 - 09/2021

- Developed and implemented 25+ new enemy AI, items, and status effects for "Monochrome RPG" using Unity C# and RPG-builder plug-ins and packages
- Organized and improved existing framework, reducing future development and onboarding time
- Researched existing plug-in documentation to discover solutions to technical challenges

SKILLS

C#, HTML, CSS, JS, Python
Unity Engine, Adobe Photoshop, Adobe Premiere, Maya, Blender
Perforce, Git, Github, Sourcetree, Jira, Trello

EDUCATION

B.S. Game Design & Production, Minor in Computer Science - *Drexel University (GPA: 3.84)*

09/2019 - 06/2024

ORGANIZATIONS

Citylight Church Center City
A/V Engineer, *04/2022 - PRESENT*
Member, *11/2022 - PRESENT*

Drexel Cru
Treasurer, *09/2021 - 09/2023*
Member, *09/2019 - 06/2024*

Entrepreneurial Game Studio
Member, *11/2019 - 02/2024*