

Josh L. Widby

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- EDUCATION

California State Polytechnic University, Pomona:

College of Science - Pursuing Bachelor's Degree in Computer Science

2022 - Present

- EXPERIENCE

Intern, Naval Surface Warfare Center Corona

June 2024 - August 2024

- Developed a model for an air pressure powered rocket system
- Collaborated with engineers to meet project deadlines while ensuring all requirements were met
- Created documents and presentations for senior developers to demonstrate my thought process

Play Tester, Obsidian Entertainment

September 2023

- Test early development build of a AA game
- Provided detailed feedback on level designs, gameplay mechanics, and UI/UX in a pre-release AA game.

Team Member, Juice It Up!

March 2023 - May 2024

- Collaborate with a team to efficiently fulfill 80+ daily orders in a high-paced environment, solving customer issues and improving workflow efficiency.
 - Adapt to a constantly changing environment
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- SOFTWARE SKILLS

Game Development: Unreal Engine (Blueprint/C++), Unity

Design: Adobe Photoshop, Illustrator, Blender, Maya, Microsoft Word, Excel

Productivity: Git, Trello, Milanote

- PROGRAMMING LANGUAGES

Fluent: C#, Java, HTML, CSS

Proficient: C++, MIPS Assembly

- PROJECTS

BroncoHacks 2024

February 2024

- Collaborated with a team in a 24 hour software development competition. Designed and developed a web-app MVP then presented it to a panel of software engineering professionals.

Clipped Wings

June 2024 - October 2024

- Designed and developed a four level 3D platformer as part of a Safe In Our World Mental Health Game Dev Champions 2024 Jam. Developed in Unity I designed and programmed the entire game.

joshwidby.com

September 2024

- Designed and programmed my portfolio website entirely in HTML and CSS.