Joshua D. Steinhauer

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SUMMARY

Software developer with a mission to empower users by developing tools and libraries that speed up workflows and increase productivity. Strong believer in communication with end-users to allow for greater tools.

RECENT PROJECTS / TECHNICAL EXPERIENCE

Ardenfall

July 2017 – Present
- Developing an open world RPG in Unity with C#
- Fulfilled programming position and managed a team of 12 artists
- Developed foundational systems such as world streaming, save system, AI, GUI
- Implemented editor tools to increase developer productivity

Last Light

January 2021
- Worked with an artist to develop a fully playable game in 2 weeks
- Utilized previously built libraries and editors to increase productivity

Tik-IT

September-December 2020
- Collaborated with a team of 3 to develop a web app built on NodeJS, MySQL and Angular
- Integrated backend modular systems to ensure easy integration of new features

Backfire

May 2020
- Collaborated with a team of 3 to develop a game jam project in Unity
- Prototyped and iterated on a theme
- Built reusable code that has been since used in later projects

WORK EXPERIENCE

Gameplay Programmer Contractor, Valkyrie Entertainment

February 2021 – Present
- Developing gameplay systems and editor tools in Unity
- Working alongside team to solve issues and complete tasks

Software Engineer Contractor, TAE Technologies

August 2017 – March 2021
- Programming interfaces and toolsets in Python
- Optimizing algorithms to decrease user wait time

- Developing software to automate data post processing in internal server pipelines

EDUCATION

Fort Hays State University – Hays, KS
June 2019 – May 2021
Bachelors of Computer Science

Edmonds Community College – Lynnwood, WA
September 2016 – December 2019

Mariner High School – Everett, WA
September 2012 – June 2016

SKILLS AND ABILITIES

- Knowledgeable in Javascript, Python, Node.js, C++ and C#
- Specializes in tool development
- Experience in developing web applications, python toolsets, game engines and video games
- Efficient at writing code from scratch, prototyping, and working on other developer's code
- Works well with team members