

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

GUNS UP Mobile (Shipped Game)

February 2021 – Present

- Developing tools to aid programmers, designers, and QA
- Implementing features in backend utilizing MySQL, Redis, and C#
- Designing and Implementing UI and gameplay logic

Ardenfall (Personal Project)

July 2017 – Present

- Developing an open world RPG in Unity with C#
- Fulfilled lead programming position and managed a team of 22 members
- Developed foundational systems such as world streaming, save system, AI, GUI
- Implemented editor tools to increase developer productivity

Last Light (Personal Project)

January 2021

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

WORK EXPERIENCE

Software Engineer, 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