

Joel Shuart

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www.joelshuart.com

(703) 408-0750

Skills | *Languages:* Javascript, Haxe, C++, C#, HTML, CSS, SPL, Python
Technologies: Phaser3, Unity, Node.js, Webpack, Photoshop, Illustrator, Splunk, Powerpoint, Word, Maya
Other: VR Development, Optimization Techniques, Documentation, Quality Assurance

Education | Rochester Institute of Technology [Graduated 2019] [Cum Laude]
Bachelors of Science in Game Design and Development
Minor in Psychology

Experience |

[May 3, 2019 – Current] **Workinman Interactive - Developer**

- Worked through the full cycle of development and game design on 12+ projects, often as sole developer, for a number of companies such a Noggin (Nickelodeon) and Disney
- Created and maintained our internal Phaser 3 engine wrapper by making the build pipeline, added core features, helper utilities, and eased workflow
- Created new internal tools, as well as updated existing ones, to assist in production
- Maintained Live Unity game with monthly content updates for multiple years
- *Technologies:* Javascript, Phaser 3, Haxe/Flambe, C#, Unity

[January 15, 2019 – April 26, 2019] **Second Avenue Learning - Unity Developer Intern**

- Nintendo Switch game port, and update, from mobile to Switch
- Created Educational web app & games
- *Technologies:* Unity, C#, Nintendo Switch, Android Studio, Javascript, HTML

[August 21, 2017 – December 15, 2017] **Diebold Nixdorf - Software Engineering Intern**

- Created tools to help offsite engineers import data, Data analytics and visualization, and AR App
- *Technologies:* Splunk, Javascript, XML, C#, Unity, AR Kit

Portfolio |

Manifest Builder [C++, Swift] - Workinman Interactive

- Generates manifest of assets in a html5 project, allowing assets to be referenced in code and link to directory, and relay related extra information of the asset (ie Animation Names)
- Updated tool to fix existing issues, as well as build manifests for a new platform (phaser3 with javascript)
- Updates applied to both windows and mac versions

Object Inspector Tool [Phaser3, JS, HTML] - Workinman Interactive

- Visual inspector window that allows for the monitoring and modification of game object properties during runtime. Including Position, Scale, Alpha, Depth, and any custom property of the object
- Helps visually place and manipulate assets in a scene, and acts as a debugging tool

Peppa Pig: Hide n' Seek [Phaser3, JS, HTML5] – Workinman Interactive

- Created all mechanics including game loop logic, peppas path following systems, level theme skinning system, UI systems, hint and feedback systems, and csv based level importer
- 27th Webby Awards Honoree (Family, Education, and Kids)
- <https://workinman.com/peppa-pig-hide-n-seek-reinforces-spatial-relationships/>

Castle SiVR [C#, Unity, Windows MR/VR]

- Presented at RIT President's Alumni Ball 2018, and ImageRIT 2018
- Developed core VR physics interactions, as well as, player character mechanics
- VR Puzzle/Stealth game: Help a thief rob a castle and get out undetected

Book a Call: <https://calendly.com/joelshuart/introductory-call>
www.linkedin.com/in/joelshuart
<https://github.com/jayshuart>