

**Joshua A. Davis**

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## EXPERIENCE

### **C2 Technologies, Newport News, VA — Developer**

AUG 2015 - AUG 2017

Developed and updated training simulations for small business and military contracts, focusing on Flash to HTML5 conversion. Main programmer on award winning simulations for the Department of Defense.

### **District Trivia, Bethesda, MD — Intern (Co-op)**

JUN 2014 - AUG 2014

Developed updated versions of interactive applications using HTML5 for use in live events at local businesses.

### **iD Tech Camps, Poughkeepsie, NY/Boston, MA — Instructor/Lead Instructor**

JUL 2012 - AUG 2012, JUL 2013 - AUG 2013

Instructed iD Programming Academy students at Vassar and MIT two week overnight camps in the Xbox 360 Programming and Minecraft Modding and Java Coding courses, respectively.

## PROJECTS

### **Deep Six Detritus — C#/Unity**

2D space junkyard puzzle game with RPG elements, developed for PC and mobile.

### **Cake Raid — C#/Unity**

2D tower defense with the theme of defending cake from eager bugs. Originally developed in part-time student group using C#/XNA and showcased at the Strong National Museum of Play; later ported to Unity.

### **Renu — JavaScript/HTML5 for Windows 8**

2D platformer with shooter elements, focused around the theme of improving the world through technology.

## EDUCATION

### **Rochester Institute of Technology - B.S. GD&D**

DEC 2017

## SKILLS

Actionscript 3, C#, C/C++, HTML5, Java, JavaScript, jQuery, MySQL, PHP, Python, TypeScript

Autodesk Maya, Flash Professional CC, CS5.5, FlashDevelop, Git, jGRASP, Photoshop, Team Foundation Server, Tortoise SVN, Unity, Visual Studio

CreateJS, DirectX 11, Hammer/Source SDK, Loom SDK, OpenGL, ReactJS