

# Joshua Walcott

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## SKILLS

**Code:** C#, C/C++, JavaScript/Typescript, SQL, Java, Python, Bash, HTML, CSS   **Version Control:** Git, Perforce  
**Soft Skills:** Collaboration, Communication, Documentation, Leadership, Organization   **Tools:** Unity, React, Godot

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## PROFESSIONAL EXPERIENCE

- Programmer & Debugger** at *Team Nemo* ([Company](#)) Mar – Sep 2025
- Completed 2 **Unity tasks/week** over a **6-month co-op**, adapting to the **400+ script codebase** by the **second week**
  - Fixed 2 **critical bugs** preventing full game completion
- Programmer & Debugger** at *enAble Games* ([Company](#)) Apr – Sep 2024
- Integrated their **proprietary body-sensing library** into 5 **Unity games**, enlarging the catalog for users in rehabilitation
  - Created a [unique game](#) utilizing the library in **under two weeks**
  - Updated **9 games** to the latest library version, **increasing the quality** of input registration
  - Presented my completed work **each week** for the **6-month co-op**
- Generalist Programmer** at *DVNC Tech (defunct)* ([Full Output](#)) Apr – Sep 2023
- Developed [2 game concepts](#) in **2 weeks** for an educational Unity course
  - Prototyped a mobile-first [Adalo](#) website in **1 month**
  - Playtested [Monochrome RPG](#)'s 1<sup>st</sup> chapter **4 hrs/day** for **3 weeks**
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## PROJECTS

- Lead Enemy AI Programmer** for *Drexel senior game project* Sep 2025 – Present
- Creating the **4 enemies** planned for the **9 month** project in **Unity**
  - Collaborating with an **18-person team**, including **11 programmers**, to ensure **interoperability**
  - Writing **14+ C# scripts**, **6 being reusable components** to ensure **consistent behavior** and **ease of editing**
- Programming Lead** for *Drexel junior game project* ([Code](#)) ([Play](#)) Sep 2024 – Mar 2025
- Built the **player controller and camera** for a first-person shooter in **Unity** over **6 months**
  - Managed **6 programmers** in an **18-person team**, **advising** struggling members and ensuring code **consistency** and **maintainability** in a codebase with **40+ C# scripts**
- Programmer, Level Designer, Producer** for *GMTK Game Jam 2023* ([Code](#)) ([Play](#)) Jul 2023
- Developed an ability-losing, side-scrolling platformer with **Unity**, coding **7 C# scripts**
  - Organized the tasks of a **team of 5** over a **48-hour** period
  - Designed a **7-section level** to be can be **completed in many ways** depending on ability composition
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## EDUCATION

**Drexel University** – Philadelphia, PA, U.S.  
Game Design & Production B.S., Computer Science Minor | GPA: 3.72 Sep 2021 – Jun 2026  
Dean's List Awards: Mar 2023, Dec 2023, Mar 2024

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## COMMUNITY

[Drexel Game Developers Group](#), *Member* Sep 2023 – Present  
[International Game Developers Association Philadelphia](#), *Member* Sep 2021 – Present