



# Joshua Steward

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805-366-9703

Oxnard CA

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## Game Developer

Experienced and efficient Game Developer and Software Engineer seeking a position where my creative skills and programming knowledge can be used as an asset to the company.

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## Skills

- Programming: C#, C++, Java, Python, Flutter, JavaScript, Git
- Game Design: Unity/VR/Mobile(Expert), Unreal(3 years-Solid), Godot(Learning)
- Military Experience/Secret Clearance
- Source Control: Git, Perforce
- ML/AI Experience via Unity and Python

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## Education and Training

**M.S. Computer Science**

CSU Northridge, 2022

- Thesis: Game Content Generation using Neural Networks

**B.S Computer Science**

CSU Channel Islands, 2017

- Minor in Computer Game Design
- Minor in Mathematics

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## Portfolio

<https://joshsteward.com>

<https://github.com/FALLENxGaLaXie5?tab=repositories>

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## Experience

### Naval Air Weapons Command

*Software Engineer for Sea Range | Point Magu, CA - 01/2023 to Current*

- Facilitate, implement and manage radar database systems.
- Develop and maintain software solutions for sea range engineering teams.

### i3 Corps

*Mid-Level Software Engineer | Scrum Master | Huntsville, AL | 08/2021 to 12/2022*

- Developed virtual VR/3D training solutions for defense clients.
- Served as the lead developer and scrum master for primary project.
- Sat on hiring panel for new entry-level and mid-level developers.
- Used: C#, C++, Python, Powershell, Unity, Unreal, JIRA, Git.

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## Projects

### One More Night (3D Team Survival Game, Feb 2020 - Aug 2020)

Used: Unity, C#

Accomplishments: Refactored mechanics and designed multiple levels from scratch.

### Fintastic Feast (2D Mobile Indie Game, Aug 2019 - April 2020)

Role: Game Developer

Used: Unity, C#

Accomplishments: Implemented all gameplay systems.

### Grey Eagle Maintenance Trainer (i3 Corps, Aug 2021 - Aug 2022)

Role: Unity Developer

Used: Unity, C#, Jira, Python

Accomplishments: Implemented and managed all base systems.

### Bonkers (2D Multiplayer Indie Game, July 2022 - Current)

Role: Lead Technical Designer

Used: Unity, C#

Accomplishments: Implementing all gameplay systems.