Joseph Feldmann

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Experience

Independent Video Game Developer/Contractor (Full time) - February 2023 - Present
- Publishing commercial indie games on Steam though my company Screen Smith Studios LLC
- Working as a unity/programming contractor for other small/indie teams.

Software Developer (Full time contractor through Cognizant) - January 2021 – February 2023
The Hartford, Hartford, CT
- Updating and maintaining full stack Java applications for insurance clients

Software Developer (Part time, contract) - June 2020 – September 2020
University of Maryland, College Park, MD
- Created an application for viewing a warehouse with various fire safety features. Made to replace in person building tours in a Fire Protection Engineering class.
- Programmed, 3D modeled, and deployed the app online.

Course Instructor - June 2019 – May 2020
University of Maryland, College Park, MD
- Designed and taught an elective CS course about Mobile XR development in Unity.
- Created projects to test students, and held office hours working with students one on one.

Projects

PictoPull -3D Puzzle Game for PC - Released: March 2023 - 1.5 year development during free time
- A 3D Puzzle Game where you solve block puzzles based on pixel art. Comes with a full level editor so you can make and share your own puzzles on the Steam Workshop
- I am the sole developer of PictoPull responsible for Programming, Level/Game Design, and 3D modeling.
- Currently working with another developer to port the completed game to the Nintendo Switch

Skills

Programming Languages: C#, Java

Tools: Unity, Blender, Git

Education

University of Maryland College Park - B.S in Computer Science - Graduated 2020

- **Github** - github.com/josfeldmann
- **VR Course Info** - cs.umd.edu/class/spring2020/cmsc388M/
- **Game Projects** - screensmith.itch.io/