Josh Werner

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📍 Meridian, Idaho

🌐 https://www.Joshwernerdev.com

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SKILLS

Coding Languages:

- C#
- Java Script
- Cypress
- HTML
- Action Script
- HTML5
- Swift
- XAML

Applications & Program

- Unity
- Postman
- Adobe Photoshop
- Adobe Animate
- Maya

Work Experience

- Tovuti LMS: Quality Assurance Engineer (Jan. 2022 – Current)
- Funnel 33: Unity Developer (Dec 2021)

University Project Experience

- Developing individual and group projects using Unity
- Developed multi-player VR and non-VR game experiences
- Game app development
- Individual Game Development including VR
- Mobile Application Development
- Networking using Photon and U-net for projects
- Team Game Development including VR & AR
- Team Leader for Game Development assignment
- Web Application Development

Education

Bachelor of Science Degree in Games, Interactive Media & Mobile Technology

- Boise State University: (May 2020)

Associates of Art in Liberal Arts

- College of Western Idaho: (May 2016)

Certificates

Interaction Design Foundation Certificates

- Design Thinking: The Beginner's Guide
  - Distinction: Best in Class
- User Experience: The Beginner's Guide
  - Distinction: Best in Class