



Josh Werner



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Meridian, Idaho



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SKILLS

• Coding Languages:

- o C#
- o HTML
- o Swift
- o HTML5
- o Python
- o XAML

• Applications & Program

- o Unity
- o Adobe Animate
- o Adobe Photoshop
- o Maya
- o Visual Studio

Education

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

Boise State University

- May 2020

Associates in Liberal Arts

College of Western Idaho

- May 2016

Certificates

Interaction Design Foundation Certificates

- Design Thinking: The Beginner's Guide
 - o Distinction: Best in Class
- User Experience: The Beginner's Guide
 - o Distinction: Best in Class
- Become a UX Designer from Scratch

Work Experience

- Tovuti: January 3, 2022-present
- Funnel 33: March 2021 – December 29, 2021 Unity Developer
- Home Depot: May 23, 2014- December 27, 2021 Customer Service, Lot Associate, and Cashier

Project Experience

- **Cube Maze Project:** Unity used to develop a 2D game concept in a 3D environment in which the user's goal is to find their way through the maze moving between faces on a cube.
- **DMV Client Project:** A Unity based design used to convert the Driver's Ed practice test into a VR practice simulation.
- **Mage Dodgeball Game:** Multi-player game designed with Unity, throwing fireballs that would explode on impact to defeat the opposing player.
- **VR Beer Pong:** Team leader of Group Project to make a VR Beer Pong Game.
- **Mobile Application Development:** An augmented reality task list to help users know locations, times, and steps of tasks.
- **Networking using Photon and U-net for game design projects**