



JOSHUA WHITTON

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COMPUTER SKILLS

C#
Unity
C++
JavaScript
Microsoft Visual Basic for Applications
R
Microsoft Office Suite

SKILLS

Strong Work Ethic
Fast Learner
Independent Worker
Problem Solver
Perseverant

EDUCATION

COLUMBIA COLLEGE CHICAGO

BA in Game Design/Development
Graduated in December 2019
Cumulative GPA: 3.97

RELEVANT EXPERIENCE

KAKATTE KOI YO! | COLUMBIA COLLEGE CHICAGO

Game Designer | Project Manager
Designed levels, modes, and mechanics for a 2D platform party-fighting game using Unity. Organized and assigned tasks for a team of four, and managed payment disbursement. Available on Steam at https://store.steampowered.com/app/1145380/Kakatte_Koi_Yo/. Showcased at GDC 2019; E3 2019 College Game Competition Finalist

ARQ | COLUMBIA COLLEGE CHICAGO

Game Designer | Programmer
Designed and programmed a puzzle-based game using Unity.

GRATIA | COLUMBIA COLLEGE CHICAGO

Game Designer | Programmer | Writer
Designed a narrative-focused puzzle RPG with sidequests, branching dialogue, and multiple endings using Unity and the Dialogue System package.

COURIER X AND THE WORST STOP EVER | COLUMBIA COLLEGE CHICAGO

Level Designer
Designed levels for a first-person puzzle game using Unity.

ADDITIONAL EXPERIENCE

CITY YEAR | 2020 – PRESENT

Student Success Coach
Support students and teachers at an underresourced school. Act as tutor, mentor, and role model to students, coaching and encouraging them to reach their full academic and social-emotional potential.

MATHNASIUM | 2018 - 2019

Instructor
Worked with groups of students to instruct and offer guidance in mathematics based on personalized curricula. Communicated with parents and the center director about student progress.

THE GRAIDE NETWORK | 2018

Graider
Reviewed student essays and provided constructive feedback, reviewed Computer Science exam