

# JOSH SLAVIN

Software Engineer &  
Game Developer

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## Education

### Graduate Certificate Program — Web Application Development

Boston University, Boston, Massachusetts

Graduated December 2023

### Master of Fine Arts — Interactive Media and Design

Cumulative GPA: 4.0

Becker College, Worcester, Massachusetts

Graduated May 2021

### Bachelor of Arts — Interactive Media and Design

Concentration in Game Programming, Minor in Math

Cumulative GPA: 3.8

Becker College, Worcester, Massachusetts

Graduated May 2020

## Skills

**Languages:** C#, C++, C, Javascript, Typescript, Python, HTML, CSS, R, SQL, MongoDB

**Frameworks:** React, Angular, Node.js, Express, jQuery, Bootstrap, Django, ASP.NET, Vue.js

**Tools:** Unity Engine, Git, Autodesk Maya, Blender, Houdini Engine, Plastic SCM, Adobe Photoshop + Illustrator

**Other Skills:** Project/Team Management, Game Design, Embedded Systems Programming, Teamwork

## Experience

### Team Lead, Programmer — Murdeer

January 2025 — Present

- Led team of 3 other developers to create a first-person shooter with the theme “power” for the Big Mode Game Jam
- Created custom A\* pathfinding algorithm, enemy AI, level design, bug fixing, polish and handled game release
- Ranked #83 in fun out of over 800 entries

### Freelance Web Developer — Accipitrade Labs

December 2023 — Present

- Designed and developed responsive, user-friendly static and dynamic websites for various industries
- Implemented SEO best practices and SSG for pop-up event websites and other clients, boosting visibility 10-30%
- Engineered custom analytics tools and robust backend solutions with Node.js and Express, including DB management

### Team Lead, Lead Programmer — Manaclysm

September 2019 — September 2021

- Led team of 8 developers in the creation of a 3D Unity based card game
- Facilitated concept ideation and created/implemented programming architecture using Abstract Factory and Decorator OOP design patterns
- Optimized and refactored codebase, implemented Mirror library for local and online play

### Sole Developer — Cooking King

August 2019 — June 2020, Nov 2023 — Feb 2024

- Independent mobile research project focusing on the psychology and marketing of mobile games
- Created a mobile app in Unity Engine utilizing smartphone gyroscopic controls
- Implemented custom data analytics with scalable Express server backend

### Programmer — Skaterfrog

August 2018 — May 2019

- Programmer on a team working on a speed-based endless runner game with custom physics engine for PC
- Reached #5 on free and trending games in February 2020 on Steam, a gaming platform with 90+ million users

### Programming Intern — InMotion Systems LLC.

Summers of 2018 & 2019

- Independently revamped legacy application to leverage newer Unity features, as well as modified existing behavior and UI to meet user/client needs
- Used TCP/UDP protocols to transmit data from main application to remote application in development
- Prepped app for Google Play Store/Apple Store release