

Joshua Forchheimer

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Professional Experience

i3 - Huntsville, AL

Junior 2022-2024 -> Mid 2024-present

Mid Unity Developer

- Built tools for designers and programmers to automate content creation.
- Delivered features based on customer feedback.
- Collaborated with ISDs, SMEs, artists, and other programmers to ensure the accuracy and realism of our educational/training content.
- Worked primarily with US Armed Forces on subjects of aircraft and electrical engineering.

Weathered Sweater - Burlington, VT

2020-2021

Quality Assurance Tester

- Played/tested multiple games in various states of development.
- Tracked bugs.
- Gave feedback on systems, mechanics, and feel of the games.

Popular Beat Combo - Burlington, VT

2019-2020

Intern

- Composed music and created SFX.
- Categorized and organized audio files.
- Maintained audio equipment.

Projects

Navy EE Training (2024) - Mid Unity Develop (45 team members)

- **Developed Tools** for ISDs to more efficiently generate content. Built UI features to improve learning outcomes and experience, and **reduce training time**. Contributed to our in house **SPICE simulation** that works in **Unity3D**.

Twitch Response (2021) Only developer

- Developed a **networked multiplayer** trivia game show built to be streamed over Twitch that allows audience members to play against Twitch streamers while watching. I used **Unity3D's** new networking library, **MLAPI**.

Box Voyage (2019-2020) - Lead Audio Designer, Tech Designer, & Systems Designer (13 team members)

- 3D Puzzle-Lite Adventure game inspired by analogue pocket toys made in **Unity3D**. designed and **prototyped** puzzles, provided **full service audio**, built a tool to record, upload, and **map player's behavior**, and programmed **dynamic audio behaviors**.

Education

Bachelor of Science in Game Design, Champlain College, Burlington, VT - 2020

- Courses: Capstone: Game Development, Advanced Seminar: Game Design, Advanced Projects in Sonic Arts.
- Champlain College Study Abroad, Montreal Canada, 2018. Studied in classes led by industry game developers.

Production Strengths

- Adept in efficiently developing prototypes to convey concepts to teammates and clients.
- Able to quickly learn new skills and adapt to solve new and unfamiliar problems.
- Experienced in collaborating with other disciplines.

Achievements & Other Skills

- Eagle Scout, Parkour/Freerunning Instructor, Jazz Guitar, Music Theory, Basic Spanish.