Joshua Bringle

Senior Software Engineer

Indianapolis, IN
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Education

Indiana University, School of Informatics, Indianapolis, IN
Bachelor of Science in New Media - December 2007
Dean's List, GPA: 3.57/4.00

Skills

Engines and Languages

- Unity - C#
- Unreal Engine 4 - C++ and Blueprints
- JavaScript
- Phaser HTML5 Game Framework
- PlayCanvas WebGL Game Engine
- HTML/CSS
- ActionScript 3 and 2
- PHP
- C#.NET

Source Control

- Git
- Plastic SCM

Other

- Pixel-Art
- Adobe Photoshop
- Adobe Flash/Adobe Animate
- Autodesk Maya

Work Experience

Director of Software Engineering

Plow Digital LLC, October 2009 - Current

- Programmed many projects for major clients
- Developed projects to be cross-platform between Nintendo Switch™, PS5®, PC, Mobile, and Web
- Created clean, reusable code for rapid development schedules
- Trained developers on project structure and programming methods
- Supervised junior programmers

Interactive Web Developer
NuOrbit Media, January 2009 - September 2009

- Programmed many ActionScript 3 projects for major clients
- Programmed functions to communicate with databases using C#.NET and ColdFusion
- Created vector graphics for projects as needed
- Wrote technical documentation

Flash Developer
Hirons & Company, April 2008 - October 2008

- Programmed Flash projects for clients and internal requests

Project Work

The Legend of Santa
Made with Unity and C#, The Legend of Santa is a 16-Bit, side-scrolling game that I developed for Nintendo Switch™, PS5®, Windows, Mac, and Linux. I created all of the pixel-art and programming, including a tile-based physics system and four-player co-op multiplayer, as well as handled submission processes and set up storefronts for each available platform. It was ranked as the No. 1 best Nintendo Switch game to play over the holidays by ScreenRant.

The Rusty Sword: Vanguard Island
Made with Unity and C#, The Rusty Sword: Vanguard Island is a 16-Bit, top-down adventure game for Nintendo Switch™, PS5®, Windows, Mac, Linux, Android, and iOS. In addition to Lead Programmer, I was the Director and Game Designer for the project and worked with artists to develop assets and translators for localization into ten languages. I also handled submission processes and set up regional storefronts for each available platform.

Build-A-Bear: Merry Mission
Made with Unity and C#, Build-A-Bear: Merry Mission is a multi-game app for iOS and Android. It was featured in TV commercials, in-store promotions, and printed advertisements. I was Lead Programmer on the project, programming all mini-games, shop functionality, user-interface, and many other features. I also provided a made-at-home tech demo that was used for the design and programming of the Santa's Flight Trainer mini-game.

Allison Transmission Trade Show Kiosk
Made with Unity and C#, the Allison Transmission Trade Show Kiosk is a touch screen kiosk for Windows and iPad that's displayed at trade shows around the world and Allison Transmission headquarters. I was Lead Programmer on the project, developing a per-language asset downloading system and applying several of my custom-made, reusable components, such as a spherical camera orbit component with "Apple-style" elasticity at the camera bounds.

Revenue Smasher: An ABM Adventure
Made with Unity and C#, Revenue Smasher: An ABM Adventure is a 16-Bit, Japanese RPG-inspired game for WebGL and Retroid Pocket. In addition to Lead Programmer, I was the Director on the project and worked with Terminus to design the game and meet timeline goals.

Build-A-Bear Adventures
Made with Phaser 2 and JavaScript, Build-A-Bear Adventures is a party game for the web where players must make their way across themed worlds and compete against two computer-controlled players in several mini-games. I was Lead Programmer on the project, programming the world functionality, four mini-games, re-skinnable user-interface, and many other features, along with supervising and assisting a junior JavaScript programmer.

Space Jerks
Made with Unreal Engine 4 and C++, Space Jerks is 3rd-person, arena-battle game prototype for Windows that was playable at PopCon Indy. I was Lead Programmer on the project, programming the multi-directional gravity physics, character and camera control, split-screen multiplayer, enemy AI, and UMG menus with controller, keyboard, and mouse input.

BradyGames Official Map Apps
Made with Unity, the BradyGames Official Map Apps are official companion apps to several AAA games for mobile devices. Each app was reviewed and approved by their game's respective publisher. I was Lead Programmer, developing a re-usable framework that each app was created with, as well as custom features per-app, such as in-app purchases and asset downloading.

hhgregg Endless Blitz
Made with Unity, hhgregg Endless Blitz is 3D endless running game for iOS, Android, and Kinect for Windows. It was featured in several hhgregg promotions and used to drive player entries into any active seasonal sweepstakes campaigns. I was Lead Programmer on the project, programming gameplay, shop functionality, user-interface, and many other features.

Complexly Crash Course
Made with Unity and C#, Complexly Crash Course is an educational app for iOS and Android. It features downloadable courses, a data-driven flash card game that tracks user progress, and links to online video content. I developed the project structure, JSON data-driven content loading, flash card gameplay, and user interface, as well as worked with the client to develop functionality and collaborated with an additional Unity programmer. It has obtained 4.9 out of 5 stars and 1.3K ratings on the Apple App Store, and 4.5 out of 5 stars and 2.5K reviews on Google Play.

Kinesis: Strategy in Motion
Made with Unity, Kinesis: Strategy in Motion is a networked, digital version of the tabletop board game for iOS and Android. I was Lead Programmer on the project, programming gameplay, multiplayer modes, user-interface, and many other features.

Borg-Warner Trophy Kiosk
Made with Unity and C#, the Borg-Warner Trophy Kiosk is a touch screen kiosk for Windows and iPad that's displayed at the Indianapolis Motor Speedway Museum. I was Lead Programmer on the project, developing seamless, anytime transitions between content and applying several of my custom-made, reusable components, including a cylinder camera orbit component with "Apple-style" elasticity at the camera bounds.

iSiege: Nuclear Option
Made with Unity, iSiege: Nuclear Option is a networked artillery game for iOS and Android. I was Lead Programmer on the project, programming gameplay, multiplayer modes, user-interface, and many other features.

ZombieRollers
Made with Unity, ZombieRollers is a 3D action game for iOS and Windows arcade cabinet. The iOS version published by Chillingo, publisher of Angry Birds, and the Windows arcade cabinet version was displayed at the Children's Museum of Indianapolis. I was Lead Programmer on the project, programming gameplay, multiple control schemes, bonus games, user-interface, and several other features.

Guinness World Records: Gamer's Edition Arcade
Made with Unity, Guinness World Records: Gamer's Edition Arcade is a multi-game app for iOS and Android. It featured five different mini-games, as well as a preview of the book with a gallery of the Top 50 Video Game Characters. I was Lead Programmer on the project, programming all mini-games, top scores, user-interface, and many other features.

Kia Service Hero Challenge
Made with Phaser 3 and JavaScript, Kia Service Hero Challenge is a time-management game for the web, used for training Kia dealerships about providing great customer service to obtain a high CSI score. I was Lead Programmer on the project, programming gameplay, pathfinding, user-interface, and several other features.

Hammermill Games
Made with Unity, I was the Lead Programmer for two games developed for Hammermill. Recycle Toss is a flick-toss game for iOS, Android, and the web. Plane Fun is an endless flying game for iOS and Android.

hhgregg Object-Matching Games
Made with Unity, hhgregg 100 Ways to Organize is an object-matching game for iOS, Android. It was used to promote appliances sold at hhgregg and was later updated with new features and re-branded as Smudge-Proof: Stainless Steel. I was Lead Programmer on the project, programming gameplay, user-interface, and other features.

BradyGames Official Apps and Guides
In addition to the BradyGames Official Map Apps, I've worked on many other projects for BradyGames. Made with Unity, the Ultra Street Fighter IV Official Frame Data App is an official game companion app for iOS and Android that was reviewed and approved by Capcom. Also made with Unity, the WWE Ultimate Sticker Collection is an interactive sticker book for iOS that allowed users to build sticker libraries and design scenes with their favorite wrestlers. Made with with Flash ActionScript 3, I developed an E-Guide engine that I trained BradyGames staff to use for creating web-based versions of several BradyGames Official Strategy Guides.