

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

Software Knowledge

Primary

- Unity - C# and UnityScript/JavaScript
- JavaScript
- Phaser HTML5 Game Framework - JavaScript
- Unreal Engine 4 - C++ and Blueprints
- PlayCanvas 3D HTML5 Framework - JavaScript
- HTML/CSS
- ActionScript 3 and 2

Secondary

- Pixel-Art
- PHP
- C#.NET
- Adobe Flash/Adobe Animate
- Adobe Photoshop
- Autodesk Maya
- Adobe Flex/Adobe Flash Builder

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, Mobile, Desktop, 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

More information and screenshots available upon request.

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, 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. I also set up storefronts and handled submission processes 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

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-skinable user-interface, and many other features, along with supervising and assisting a junior JavaScript programmer.

BradyGames Official Map Apps

Made with Unity and UnityScript, 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 and UnityScript, 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.

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 and UnityScript, 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.

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.

Mercer Mile Kiosk

Made with Unity and C#, the Mercer Mile Kiosk is a multi-user touch screen kiosk for Windows that's displayed at the Mercer Museum. I was Lead Programmer on the project, developing interactive windows that allow independent user activity, cover a small portion of the screen, and display right-side-up, upside-down, or sideways relative to the orientation of the screen. These windows can contain 3D objects with camera orbit controls and hotspots, "Apple-style" scrollpanes, mini-games, and several other user-interface elements.

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.

ZombieRollers

Made with Unity and UnityScript, 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.

Kinesis: Strategy in Motion

Made with Unity and UnityScript, 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.

Guinness World Records: Gamer's Edition Arcade

Made with Unity and UnityScript, 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.

Hammermill Games

Made with Unity and UnityScript, 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 and UnityScript, 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.

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 an additional Unity programmer.