

Joshua Bringle

Senior Software Engineer

Indianapolis, IN
Website: <http://www.joshuabringler.com>
Email: joshua.bringler@gmail.com

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

- Unity3D - C# and UnityScript JS
- JavaScript/HTML/CSS
- Phaser HTML5 Game Framework – JavaScript
- Unreal Engine 4 - C++ and Blueprints
- PlayCanvas 3D HTML5 Framework - JavaScript
- Flash ActionScript 3 and 2

Secondary

- Adobe Flash/Adobe Animate
- PHP
- C#.NET
- 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 apps to be cross-platform between iPhone, iPad, Android, PC and Mac
- Created clean, re-useable 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 send and receive information from databases using C#.NET and ColdFusion
- Created vector graphics for projects as needed
- Wrote technical documentation

Temporary Flash Developer, Hiron & Company, April 2008 – October 2008

- Programmed Flash projects for clients and internal requests

Project Work

"Build-A-Bear Adventures" party game for the web

- Developed in Phaser 2 JavaScript
- Programmed features and functionality, including:
 - Controls for desktop and mobile
 - Isometric path movement for main board game characters
 - Character collision and animation
 - Dialog and event system
 - Vertical jumping game
 - Horizontal running game
 - Card-guessing game
 - Sliding picture-match game
 - Unique user-interface based on selected board
 - Image and video interstitials
 - Howler.js replacement for Phaser audio
- Supervised secondary JavaScript developer for puck-drop game and match-three game
- Available at <http://play.buildabear.com/play/content/build-a-bear-adventures.html>
 - Current version not maintained by Plow and isn't functional Apple and mobile devices

Plow Games 16-Bit Office Tour for the web

- Developed in Phaser 3 JavaScript
- Programmed features and functionality, including:
 - Controls for desktop, mobile, USB controller, Xbox One Controller and Wii U Gamepad
 - Character movement, animation and collision
 - Dialog and event system
 - Menus and UI
 - Howler.js replacement for Phaser audio
- Developed art style
- Created artwork, including:
 - Character sprites and animations
 - Backgrounds and tile sets
 - Menus and UI
- Available at <http://plowgames.com/retrotour>

Build-A-Bear "Santa's Merry Mission" multi-game app for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality, including:
 - 3D endless running game with swipe controls to jump or move side-to-side
 - 3D endless flying game tilt controls to move in any direction
 - Endless object-catching game with drag controls to move side-to-side
 - Song with read-along text
 - Story with voice-overs
 - Unlockable characters by Metaio augmented reality, code entry or achievements
 - Eight characters with unlockable outfits, stable decorations and background music
 - Interstitial screens with customized content for content before and after Christmas
 - Shop and in-game currency
 - Achievements
 - Push Notifications
 - Flurry Analytics
- Products sold at Build-A-Bear come with medallions to scan using Metaio augmented reality
- Available on iTunes App Store

- Available on Google Play

BradyGames "Official Map App" Engine for iPhone, iPad and Android

- Developed in Unity3D
- Designed as a flexible template for user-friendly, interactive maps and checklists
- Programmed features and functionality, including:
 - Panning and zooming maps
 - Clickable hotspots for information
 - Checklists for collectibles
 - Downloading and storing assets from the web
 - In-app purchases
 - Custom features per app
- Used for the Official Map Apps of many well-known games:
 - Aliens: Colonial Marines (Sega/Gearbox)
 - Batman: Arkham City (Warner Bros. Games/Rocksteady)
 - Borderlands 2 (2K Games/Gearbox)
 - Borderlands: The Pre-Sequel (2K Games/Gearbox)
 - Call of Duty: Ghosts (Activision/Infinity Ward)
 - Dead Island (Deep Silver/Techland)
 - Dishonored (Bethesda/Arkane Studios)
 - L.A. Noire (Rockstar Games)
 - Saint's Row 4 (Deep Silver/Volition)
 - Skylanders: Swap Force (Activision/Vicarious Visions)
 - The Last of Us (Sony Computer Entertainment/Naughty Dog)
 - Tomb Raider (Square Enix/Crystal Dynamics)
- Reviewed and approved by each game's publisher
- Available on the iTunes App Store
- Available on Google Play

Indiana History Museum "Destination Indiana" large touchscreen exhibit

- Developed in Unity3D
- Programmed features and functionality, including:
 - Automatic midnight content updates from a content management system
 - Dynamically generated 3D navigation
 - Dynamically generated screensaver
 - Multitouch pinch-to-zoom with Apple-like bounce at edge zoom levels
 - Dynamic 3D animations
 - Narrated slideshow with automated and manual user control
 - Custom analytics
- On display at the Indiana History Museum

Plow Digital Online Training Engine

- Developed in Flash ActionScript 3
- Designed as a flexible template for user-friendly, online training
- Programmed core features and functionality, as well as numerous interactive exercises
- Used for the online training of many well-known brands, including:
 - Audi
 - BMW
 - BRP (Can-Am, Evinrude, Sea-Doo)
 - Eli Lilly
 - Footjoy
 - Freightliner

- IU Health
 - UPS
- Supervised secondary developers
- Over 30 training sessions developed

"BRP Showroom Builder"

- Developed in Unity3D, JavaScript/HTML/CSS and C#.NET
- Collaborated with primary JavaScript/HTML/CSS and C#.NET developers
- Programmed features and functionality, including:
 - 2D orthographic and 3D perspective camera views
 - Panning, rotating and zooming the showroom
 - Adding, deleting and positioning walls
 - Adding, deleting, positioning, rotating and scaling objects
 - Objects that snap to the floor or walls
 - Dynamically generated color zones highlighting groups of objects
 - BRP rules, such as object distance from walls or overlapping zones
 - Saving and loading files
 - Communication to HTML user-interface
 - First-person walk-through mode

Beckman Coulter Paint by Numbers app for the web

- Developed in JavaScript, HTML and CSS
- Programmed features and functionality, including:
 - Loading SVG files and layering them to a single canvas element
 - Tools to fill shapes of SVG file with color
 - Saving the user's created image
 - Sharing the created image to Facebook
 - Animated tutorial mode
- Developed Adobe Illustrator template to export SVG files

Riley Children's Hospital "NICU Nest" app for iOS and Android

- Developed in JavaScript, HTML and CSS
- Programmed features and functionality, including:
 - Custom, single-page JavaScript framework to load paired HTML/JavaScript pages
 - Data structure and implementation for easy language localization
 - Timer for feeding
 - Indexed glossary of terms
 - Various forms with validation

Kia online training for the web

- Developed in JavaScript, HTML and CSS
- Programmed features and functionality, including:
 - Implementing videos before and after interactive activities
 - Image preloading
 - 3D car rotation template using large 2D image sequences
 - Customer inquiry activity
 - Text message activity
 - Tidy-up activity
- Worked within Kia's proprietary framework

Unannounced 3D website

- Developed in PlayCanvas JavaScript
- Programmed features and functionality, including:

- Cross-platform, Apple-style scrolling
- Resolution scaling for optimum performance
- Developed art style
- Created artwork, including:
 - 3D models and textures for buildings
 - 2D sprites for simple object planes in 3D space
 - Layout and placement of objects in 3D scene

"Space Jerk" 3D action game demo, Unreal Engine version

- Developed in Unreal Engine
- Programmed features and functionality, including:
 - "Super Mario Galaxy"-style gravity
 - "The Legend of Zelda: The Wind Waker"-style third-person character and camera control
 - Split-screen multiplayer with individual customized controls
 - Player actions, such as using the blaster and kicking attacks
 - Enemies that wander and attack when the player is near
 - Ammo and health system
 - Scoring and collectibles system
 - Menus and UI

Eli Lilly VR for iOS and Android Google Cardboard

- Developed in Unity3D
- Programmed features and functionality, including:
 - Conversion of data and interactivity from Oculus Rift/HTC Vive Unreal Engine version
 - Playing and pausing of video sphere to allow gaze-based interactive exercises
 - Touch controls for non-VR mode

Heil VR for Oculus Rift and Oculus Go

- Developed in Unity3D
- Programmed features and functionality, including:
 - Gaze-based movement
 - Gesture-based interactivity for Oculus Rift
 - Gaze-based interactivity for Oculus Go

Indiana History Museum "Festival of Trees VR" for iOS and Android Google Cardboard

- Developed in Unity3D
- Programmed features and functionality, including:
 - Gaze-based interactivity
 - Several programmatic animations
 - Touch controls for non-VR mode

"h.h.gregg Endless Blitz" 3D endless running game for iPhone, iPad, Android and Kinect

- Developed in Unity3D and PHP
- Collaborated with primary PHP developer
- Programmed features and functionality, including:
 - Multiple control schemes for optimum 3D character control
 - Shop and in-game currency
 - Achievements
 - In-game jumbotron ads, downloaded from the web
 - Sharing with Facebook and Twitter
 - Score posting to online leaderboards
 - "Flappy Bird" style mini-game
 - Push Notifications

- Supervised secondary Unity3D developer for Kinect for Windows version
- Kinect for Windows version displayed at The Children's Museum of Indianapolis
- Featured in the New York Times
- Available on the iTunes App Store
- Available on Google Play and Amazon

"Audi Exclusive" Content Management System (CMS) website

- Developed in JavaScript/HTML/CSS
- Programmed features and functionality, including:
 - Displayed data brought in from Java
 - Several forms for different types of automobile parts
 - Form fields collecting various types of data (images, text, ect.)
 - Form validation
- Collaborated with primary JavaScript/HTML/CSS and Java developers

"American Coach" web app for iPad and Android tablets

- Developed in JavaScript/HTML/CSS
- Programmed features and functionality, including:
 - Calculation purchase price of RV based on selected features
 - Images of RV based on selected features
- Collaborated with primary JavaScript/HTML/CSS developer

"Edwin the Duck" interactive learning app for iPhone, iPad and Android

- Developed in Unity3D
- Collaborated with multiple Unity developers
- Programmed features and functionality, including:
 - Core app architecture
 - Framework for interactive, multi-page, narrated stores and songs
 - Multiple interactives for the story "Edwin Feeling Small"
 - Dynamic animation and audio for the main menu
 - Two drag-and-drop shape games
- On display at the Indiana History Museum

BradyGames "Official Strategy Guide" Engine for Steam

- Developed in Flash ActionScript 3
- Designed as a flexible template for user-friendly, interactive strategy guides
- Programmed core features and functionality
- Used for the Official Strategy Guides of many well-known games, including:
 - Borderlands 2 (2K Games/Gearbox)
 - Call of Duty: Black Ops (Activision/Treyarch)
 - Call of Duty: Modern Warfare 3 (Activision/Infinity Ward/Sledgehammer Games)
 - Dead Island (Deep Silver/Techland)
 - Duke Nukem Forever (2K Games/Gearbox)
 - L.A. Noire (Rockstar Games)
 - Total War: Shogun 2 (Sega/The Creative Assembly)

"ZombieRollers" 3D action game for iPhone, iPad and arcade cabinet

- Published by Chillingo, publisher of Angry Birds
- Developed in Unity3D
- Collaborated with Objective-C developer
- Programmed features and functionality, including:
 - Multiple control schemes for optimum 3D character control
 - Four mini-games based upon features from main game mode

- Unlockable characters and levels
- Score and achievement tracking
- In-app purchases
- Supervised secondary Unity3D developer for arcade cabinet version
- Arcade cabinet version displayed at The Children's Museum of Indianapolis
- Available on the iTunes App Store

Carrier "Variable-Speed Technology" sales app for iPad and Android

- Developed in Unity3D
- Programmed features and functionality, including:
 - 3D explosion views with dynamically visible, clickable hotspots
 - Content and color schemes based on product and user type
 - Library with PDFs and videos
 - Google Analytics

"Ultra Street Fighter IV Official Frame Data App" for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality, including:
 - Two types of spreadsheet generation
 - Dynamic text with inline images
- Reviewed and approved by Capcom
- Available on the iTunes App Store
- Available on Google Play

"Kinesis: Strategy in Motion" online board game for iPhone, iPad and Android

- Developed in Unity3D
- Collaborated with PHP developer
- Programmed features and functionality, including:
 - Online multi-player by transferring the xml-formatted gamestate to a database
 - Local multi-player game mode
 - In-game tutorial
- Available on the iTunes App Store
- Available on Google Play

"Power Team" 3D scrolling shooter game demo for iPhone, iPad and Android

- Developed in Unity3D
- Collaborated with secondary Unity3D developer
- Programmed features and functionality, including:
 - Object pooling for optimum performance
 - Multiple types of enemy and boss artificial intelligence
 - Defined and endless level types
 - Three control schemes
- Conceptualized 3D character implementation
 - Modeled base 3D wireframe to guide artists
 - Streamlined re-use of base models
 - Fine-tuned cel-shading technique
- Showcased at PopCon Indianapolis 2014

"iSiege: Nuclear Option" online artillery game for iPhone, iPad and Android

- Developed in Unity3D
- Collaborated with secondary Unity3D developer
- Programmed features and functionality, including:
 - Online multiplayer game mode

- Single-player game mode with three difficulties of enemy artificial intelligence
 - Local multi-player game mode
 - Randomly generated terrain system
- Available on the iTunes App Store
- Available on Google Play

"WWE Ultimate Sticker Collection" interactive sticker book for iPhone and iPad

- Developed in Unity3D and PHP
- Collaborated with primary PHP developer
- Programmed features and functionality, including:
 - Scaling and rotation of stickers
 - Saving and loading multiple files
 - Sharing finished layouts by email
 - Matching game mode
- Available on the iTunes App Store

Eli Lilly Oncology presentation for Oculus Rift

- Developed in Unity3D
- Programmed features and functionality, including:
 - First-person movement with "Super Mario Galaxy"-style gravity
 - Oculus Rift and Xbox controller implementation
- Conceptualized idea of walking around a tumor like a small planet
- Personally showcased at TEDx event at Eli Lilly headquarters in Indianapolis

Eli Lilly Oncology presentation for Xbox Kinect

- Developed in Unity3D
- Programmed features and functionality, including:
 - Lungs hotspot on user's chest
 - Rotation of lungs with users hand
 - Xbox Kinect for Windows implementation
- Personally showcased at TEDx event at Eli Lilly headquarters in Indianapolis

Eli Lilly Oncology presentation for Myo armband

- Developed in Unity3D
- Programmed features and functionality, including:
 - "Star Fox 64"-style flying and camera movement
 - Myo armband implementation
- Personally showcased at TEDx event at Eli Lilly headquarters in Indianapolis

"Space Jerk" 3D action game demo, Unity3D version

- Developed in Unity3D
- Programmed features and functionality, including:
 - "Super Mario Galaxy"-style gravity
 - "The Legend of Zelda: The Wind Waker"-style third-person character and camera control
 - Oculus Rift implementation
- Personally showcased at PopCon Indianapolis 2014

3D flying demo for Oculus Rift and Myo armband

- Developed in Unity3D
- Programmed features and functionality, including:
 - "Star Fox 64"-style flying and camera movement
 - Oculus Rift and Myo armband implementation
- Personally showcased at PopCon Indianapolis 2014

"Guinness World Records: Gamer's Edition Arcade" multi-game app for iPhone, iPad and Android

- Developed in Unity3D
- Collaborated with PHP developer
- Programmed features and functionality, including:
 - Five different games with unique control schemes
 - Score posting to online leaderboards
- Available on the iTunes App Store

"h.h.gregg 100 Ways to Organize" brick-breaker game for iPhone, Android and Facebook

- Developed in Unity3D
- Collaborated with PHP developer
- Programmed features and functionality, including:
 - User entries to a live contest
 - Sharing with Facebook and Twitter
 - Score posting to an online leaderboard
- Available on the iTunes App Store
- Available on Google Play
- Available on Facebook

"Humanscale" 3D consumer catalog for iPad and Android tablets

- Developed in Unity3D
- Collaborated with ColdFusion developer
- Programmed features and functionality, including:
 - Online or offline viewing
 - Download content, such as 3D models, PDF files, images and videos for offline viewing
 - Updates through a content management system
 - 3D product views with rotation, zooming, animation and clickable hotspots
 - JavaScript/HTML/CSS image viewer
- Supervised secondary Unity3D developer
- Available on the iTunes App Store

"Have you ever seen a Moose brushing his teeth?" interactive book for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality, including:
 - Highlighting words in-sync with voice-overs
 - Dynamic page turning between scenes
 - Unique interactivity for almost every page
- Available on the iTunes App Store
- Available on Google Play

"Have you ever seen a Moose play a game?" casual game for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality
- Available on the iTunes App Store
- Available on Google Play

"Kinster Playland" multi-game app for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality, including:
 - Three different games
 - Scripted cutscenes for completing each game
- Available on the iTunes App Store

"Floppets" 3D adventure game tech-demo for iPhone and iPad

- Developed in Unity3D
- Collaborated with secondary Unity3D developer
- Programmed features and functionality, including:
 - 3D character control
 - Non-playable character dialog
- Displayed at the Chicago Toy Fair

"Brine Shootout" flick game for iPhone, iPad and Android

- Developed in Unity3D and JavaScript/HTML/CSS
- Programmed features and functionality
- Supervised secondary Unity3D developer
- Available on the iTunes App Store
- Available on Google Play

"Hammermill Plane Fun" endless flying game for iPhone, iPad and Android

- Developed in Unity3D
- Programmed core features and functionality
- Supervised secondary Unity3D developer
- Available on Google Play

"Hammermill Recycle Toss" flick game for iPhone, iPad, Android and Web

- Developed in Unity3D
- Programmed features and functionality
- Available on the iTunes App Store
- Available on Google Play

"Cubicle Golf" casual game for iPhone, iPad and Android

- Developed in Unity3D
- Programmed features and functionality
- Available on the iTunes App Store (iPhone)
- Available on the iTunes App Store (iPad)
- Available on Google Play

Apex Energy Group "3D Window"

- Developed in Unity3D
- Programmed features and functionality
- Supervised secondary Unity3D developer

Zimmer Kinectiv "3D Product Viewer" for iPad

- Developed in Unity3D
- Programmed features and functionality, including:
 - Rotation, zooming, panning and clickable hotspots
 - Dragable callouts

Zimmer Kinectiv "CaseStudies" for iPad

- Developed in Unity3D
- Programmed features and functionality

Cap'n Crunch/SeaWorld promotional web apps for official website

- Developed in Flash and Flex ActionScript 3
- Programmed features and functionality for four games

Cap'n Crunch web games for official website

- Developed in Flex ActionScript 3 and C#.NET
- Programmed features and functionality for three games
- Collaborated with primary C#.NET developer

"Picture This" photo application for the Indiana Historical Society

- Developed in Flash ActionScript 3
- Collaborated with PHP and JavaScript/HTML/CSS developers
- Programmed features and functionality

Apex Energy Group online product locator

- Developed in Flash ActionScript 3 and PHP
- Programmed features and functionality

Apex Energy Group online licensee application

- Developed in Flash ActionScript 3 and PHP
- Programmed features and functionality

Wienerschnitzel "Get Out From Un'der' Debt Cash Grab" online contest

- Developed in Flash ActionScript 3
- Collaborated with PHP developer
- Programmed features and functionality

Indy Connect interactive map application

- Developed in Flash ActionScript 3
- Programmed features and functionality

Volkswagen "Toss n' Build" game

- Developed in Flash ActionScript 3
- Programmed features and functionality

Harley-Davidson online training

- Developed in Flash ActionScript 3
- Programmed interactive exercises

Cummins interactives

- Developed in Flash ActionScript 3
- Programmed features and functionality

Apex Energy Group online calendar widget

- Developed in JavaScript/HTML/CSS
- Programmed features and functionality
- Collaborated with PHP developer
- Developed in JavaScript/HTML/CSS
- Programmed three games to work in iPhone and Android web browsers

Plow Digital augmented reality apps

- Developed in Flash ActionScript 3
- Programmed augmented reality animation and whack-a-mole game

Zimmer Kinectiv microsite

- Developed in Flash ActionScript 3
- Programmed features and functionality, including Papervision 3D

Arrow Tru-Line augmented reality apps

- Developed in Flash ActionScript 3
- Programmed four augmented reality apps for use at trade shows

Nature's Own distributor application

- Developed in Flex ActionScript 3 and ColdFusion
- Collaborated with primary ColdFusion developer
- Programmed features and functionality

Eiteljorg Museum Fellowship "Art Creator" web app

- Developed in Flex ActionScript 3
- Programmed features and functionality
- Collaborated with C#.NET developer

"Living With Lex Appeal" web game

- Developed in Flash ActionScript 2
- Programmed features and functionality
- Created all graphics