

Curriculum Vitae – Joshua Kennedy

Contacts & More Information

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PROFILE

I am a highly focused and proficient programmer, who is eager to find a relevant position. I am well versed in problem solving and have a meticulous eye for detail. I have 3 years of industry experience in programming, game development, UX/QA, and level design. I work well both independently and in a team environment. I am adept at understanding and applying new skills and software in a short period of time. I have developed games and apps for Windows, iOS, Android, Switch, and Meta Quest and have experience with the Scrum development framework.

SKILLS

Technical	Platforms	Other
C++	Windows	Project Management
C#	Nintendo Switch	QA
TypeScript	Android	Documentation
Unreal Engine	iOS	
Unity	Meta Quest 2 & 3	
Git	Web	
Test Driven Development	Horizon Worlds	

PERSONAL PROJECTS

Disruptors of Space

- Arcade Style SHMUP Set in Space
- Developed using Unity and C#

Chronomentum

- 3D First Person Puzzle Platformer
- Developed using Unreal Engine, C++, Blueprints, and Blender

Ooble

- Magical pest control simulator
- Developed using Unity and C# for the Meta Quest 2

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INDUSTRY PROJECTS

NEON DREAD

A top-down vampire survivors roguelike built using the Horizon Worlds engine targeting Metas mobile platform.

I was the Lead Developer on this project, responsible for the games technical direction and architecture while contributing across most areas of development. I also mentored the rest of the development team, establishing coding standards and workflows in an unfamiliar engine.

SERVONAUTS

A local multiplayer co-op game about managing a service station in space. Released on both Steam and the Nintendo Switch eShop.

I worked on this project part-time as QA alongside my primary development projects at the time. I was responsible for testing Windows builds, identifying bugs and UX issues, and providing detailed feedback to the dev team.

CREW TRAINER

An XR training application developed for a client. The app provided the clients staff with training modules, each requiring them to locate, interact with, and operate various pieces of key equipment.

I was the Lead Developer on this project, responsible for establishing the technical direction and software architecture, implementing the core functionality, and project coordination.

DIRECTOR

An internal editor tool developed for a client. The tool allowed the clients internal development team to rapidly author and alter training content for their suite of XR training applications.

I was responsible for outlining the tools requirements, the design of the tool, implementation of core runtime and editor systems, managing pull requests, ensuring robust test coverage, and maintaining documentation.

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EDUCATION

Queensland University of Technology, Brisbane

- BGames&InteractiveEnv (Software Technologies) with Distinction (2019-2022)
- GradCertInfTech (February 2023 – June 2023)

WORK EXPERIENCE

GOKO PRO PTY LTD, AUSTRALIA

JULY 2020 – AUGUST 2023

Occupation: Part-Time Technical Specialist

Duties included performing software installations, assisting with spreadsheets and other general computer troubleshooting and technical help.

ENERGY QUEENSLAND

MARCH 2021 – NOVEMBER 2021

Occupation: Game Programmer

Worked with Energy Queensland on a prototype VR training tool as a part of a group assignment for university, duties mainly included the design and implementation of gameplay and interactions, 3D modelling, and general programming.

MAXART, AUSTRALIA

AUGUST 2023 – MAY 2026

Occupation: Software Developer

Worked as a part of the MAXART development team on various projects for clients such as Coles, Energy Queensland, and Qantas. Duties mainly include design and development of game mechanics, implementation of UI designs, general programming, and leading small development teams.