

# Joshua Forchheimer

jomakesgames.com || jojoshforchheimer@gmail.com || 860-670-9564

## Professional Experience

**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.

**Capture Point Stone** - Burlington, VT 2019-2020

*Founding Member, Lead Tech Designer, & Lead Audio Designer*

- Built tools to record and track players' behaviors in the game to assess design success.
- Collaborated with other designers, programmers, and QA to efficiently iterate based on feedback.
- Produced, implemented, and scripted all the original in-game music and SFX.

**Popular Beat Combo** - Burlington, VT 2019-2020

*Intern*

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

## Projects

**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.

**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**.

**Reboot (2019) - Lead Designer & Lead Audio Designer (11 team members)**

- A colorful 3D platformer on roller skates made in **Unity3D**. Designed and **iterated** on the **movement system**, produced all SFX in-game, and designed and **programmed a dynamic music system** where stems varied based on a player's speed.

## 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.
- Knowledgeable in theories of design, music, programming, and art/animation.
- Experienced in collaborating with other disciplines.

## Achievements & Other Skills

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