

# Josh Church

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Website: <https://joshchurch.netlify.app/>

## Education

**2020 – present Indiana University Bloomington (May 2024)**

- Game Design B.S. and Computer Science B.S.
- GPA: 3.766

**2016 – 2020 West Lafayette Junior/Senior High School**

- Academic Honors Diploma (Indiana)

## Work Experience

**May 2023 – Present**

**Lockheed Martin – Software Engineer**

I worked on four different projects ranging from already created code bases to creating my own code base. I got experience in Python and C++. I also got a lot of experience working in Linux and using command line.

**May 2022 – July 2022**

**Indiana University – Research Assistant**

I made spreadsheets in Excel for a business professor which were meant to be used for giving alternate case study tests to students in his classes.

**June 2021 – August 2021**

**Weining Landscapes - Landscaper**

Consistent schedule (40 hours per week), physically demanding work, laying irrigation, planting trees and shrubs, and laying sod.

## Activities

In my free time I enjoy either road biking around Bloomington or mountain biking in Brown County State Park. Indoors I like to boulder, play competitive games, or work on my own game projects.

**Clubs:**

- GD@IU (IU Bloomington's game design club)
- Ghost Cycling (Collegiate cycling team)
- GPA: 3.8

## Awards and Honors

**Spring 2023** Level Up Scholarship (\$1800)

**2022 – 2023** Accelerator Scholarship (\$1000)

**Fall 2022** (College of Arts + Sciences) Executive Dean's List

**Spring 2022** (College of Arts + Sciences) Executive Dean's List

## Projects

**Other projects:** <https://joshchurch.netlify.app/>

**G300 – Final Project** (real time strategy game)

- This project was created over the span of one month and gave me insight into what types of problems can arise when working on a large project that has many dependencies. I also learned about shaders and vectors during this project.
- Outcome: A good base for an RTS game that I will be able to flesh out even more in the future.
- Programming languages: C#, HLSL
- Repo: <https://bitbucket.org/jmchurch/final-project/src/master/>

**C212 – Final Project**

- This project was created over two weeks; it gave me knowledge about combining a lot of classes into one functioning system and version control in a group. The goal of the project was to create a suite of games that were playable and have the user's items and money saved on exiting the program. I completed two of the games and the saving mechanisms for the project.
- Outcome: Suite of playable games with saving mechanisms
- Programming language: Java
- Repo: <https://bitbucket.org/jmchurch/john-lemons-haunted-jaunt/src/master/>

## Skills

**Languages:** German (intermediate), Java, C#, C++, Python, HTML & CSS, JavaScript

**Game Engines:** Unity, UE4/UE5, Godot

**Software:** Blender, Adobe Substance Designer, Adobe Photoshop, Adobe Premiere Pro, Word, Excel, PowerPoint, Hack n' Plan