

JOSEPH KOROMA | Game Programmer

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SUMMARY

Experienced game developer with over 3 years of work experience, specializing in game animation and programming, with leadership experience and a track record of delivering tasks on time whilst meeting stakeholders' expectations.

WORK EXPERIENCE

ePixl – Cove, Tobago

Lead Game Programmer

November 2023 – Current

- Contributed to the design and development of a mobile card game, incorporating innovative mechanics and features to enhance player engagement.
- Developed and implemented game features using C# programming in Unity, ensuring a high-quality and seamless gameplay experience.
- Trained and mentored team members, providing guidance on game design principles and Unity development practices to foster skill growth and project efficiency.

Zygot – Winter Park, Florida

Game Programmer

July 2022 – September 2023

- Credited with programming 40% of gameplay features and 70% of AI Systems for a Unity game in C#.
- Improved workflow by 35% by teaching programming students coding conventions and asset management.
- Increased game's framerate from 40 to 120+ by implementing draw distance and occlusion culling to 3D Assets.
- Participated in Sprint meetings providing reasonable scope estimates of technical tasks.

Lead Project Manager

October 2022 – January 2023

- Managed 15 game development teams through use of project management software (JIRA and HacknPlan), resulting in 3 games successfully published onto Itch.io and 1 game published onto Steam Early Access.
- Resolved game production holdups by implementing project re-scoping and member reassignment.
- Developed and maintained production schedules in line with Agile workflow for 2 teams.

Division of Education, Research, and Technology – Scarborough, Tobago

ICT Technical Officer

October 2021 – March 2022

- Installed and managed hardware systems for educational institutions and government departments.
- Collaborated on application creation for automated data collection and sorting.
- Analyzed data using Microsoft Excel and Access.

Changelab – Los Angeles, California

Game Designer

May 2019 – August 2019

- Conceptualized 3 innovative level ideas for an educational game with senior management.
- Wrote C# scripts to create gameplay systems for artists and designers to implement and customize within the game.
- Engaged in discussions to explore the potential of transforming the project into a VR Game.

TECHNICAL SKILLS

Programming Languages: C#, C++, Lua, Python, Unreal Blueprints, GDScript

Software: Blender 3D, Unity Engine, Unreal Engine, Godot, GitHub, JIRA, Trello

Other: Collaboration, Communication, Attention to Detail, Problem-Solving

EDUCATION

Full Sail University

Master of Science in Game Design

March 2023

GPA: 3.71

Bachelor of Fine Arts in Game Design

New York Film Academy

February 2019

GPA: 3.34

AWS Certified Cloud Practitioner

Unity Certified Associate Game Developer, Design, Productions, and Industry Awareness

August 2023

Certificate

PORTFOLIO

<https://rabidrabitegames.wixsite.com/gamelab>