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Joshua Egamino

SUMMARY

Unity Game Developer with 6+ years of experience across mobile, browser, and VR. Led development on RumbletsGO, a mobile pet-collecting RPG, and directed multiple XR and elearning simulation projects. Skilled in gameplay systems, XR, and analytics. Expert in Unity, C#, and scalable systems architecture.

SKILLS

Languages: C#, C++, GDScript, Javascript, Typescript

Engines / Frameworks: Unity, Unreal, Godot, GameMaker, Playcanvas

XR: OpenXR, Oculus SDK, SteamVR

Tools: Git, Node, Atlassian, Sourcetree

EXPERIENCE

Gatarn Games — *Game Programmer & Technical Designer*

August 2024 - Present

- Sole developer for Unity mobile game prototype. Designed and implemented advanced battle systems and gameplay loops optimized for mobile.

August 2023 - July 2024

- Worked across full stack: C# backend, Node.js backend, and PlayCanvas frontend. Built systems for *Skillfite* and other web titles using C#, JavaScript, and TypeScript.

Pushing Vertices — *Unity Game Programmer / Unity Technical Artist*

June 2023 - August 2023

- Optimized performance for *Roller Girl* using MeshBaker to reduce draw calls. Implemented occlusion and animation culling to improve frame rates.

Brock University — *Instructor*

September 2022 - July 2023

- Mentored students on final projects, guiding them through integration of academic concepts into playable demos. Designed course content to encourage critical thinking and project management.

XpertVR, St. Catharines, Ontario — *Programming Lead, Project Manager, CTO, Co-Founder (* [*www.xpertvr.ca*](www.xpertvr.ca) *)*

May 2019 - July 2023

- Co-founded VR training company focused on immersive learning solutions.
- Led development team, oversaw Unity-based VR tech stack, and directed product strategy.
- Helped scale the company through client success and business development.

EDUCATION

Brock University, St. Catharines, Ontario, Canada — *BSC in Game Programming*

Graduation June 2020

Niagara College, Welland, Ontario, Canada — *Diploma in Game Development*

Graduation June 2020

Monroe Community College, Rochester, NY — *Graphic Design*

Focus: vector animation, Adobe Photoshop, typography, figure drawing

AWARDS

1st Place Mobile/Social Game — *LevelUp Toronto 2019*

2nd Place Art Game — *LevelUp Toronto 2019*

3rd Year Excellence Award — *Niagara College 2019*

2nd Year Excellence Award — *Niagara College 2018*