

Tobey-Julian Joseph

tobeyjoseph1999@gmail.com | <https://www.tjosephprojects.com/> | LinkedIn: in/tobey-julian-joseph/

Education

Fitchburg State University

Bachelor of Science in Game Design, Minor in Music

Dean's List (Fall: 2018, 2019 | Spring: 2019, 2021)

Fitchburg, MA

Sept. 2018 - May 2023

Cum Laude

Experience

Technologist | AMD | March 2024 - Present

- Worked in the GPU Department, testing weekly assigned boards and applying the latest driver configurations.
- Tested multiple applications daily on dedicated test machines and reported any observed rendering corruptions to developers via Jira tickets.
- Performed regression tests and used in-house tools and software to assist in diagnosing the root cause of an application issue.

Lead Game Programmer | Dannel Cake LLC | May 2022 - Present

- Led development on all core player and enemy functionality and systems.
- Created code documentation and led meetings to keep our team up to date on monthly milestones and progress.
- Led management on both source control and build version control.
- Worked closely with the project producer and overall gameplay concepts & designs, which led to an improved player experience during testing.

Quality Assurance Tester Intern | Dannel Cake LLC | January 2023 - May 2023

- Aided in the product's quality control by reporting issues.
- Categorized each bug report by severity, branch source, platform type, and group version, and provided thorough steps to reproduce the issue.
- Performed multiple regression testing to verify whether any added or changed code would impact the product's quality by introducing new engine or application errors.

Game Design Lab Technician | Fitchburg State University | September 2021 - May 2023

- Helped with logging, reporting, and fixing software, user accounts, and hardware, which aided students and professors with a reliable user experience.
- Tasked with weekly data logs of lab equipment and software, tracking weekly use, and ensuring that items went through a weekly maintenance check
- Participated in weekly meetings with the program's Department Chair to discuss tasks and updates regarding the major.

Technical Skills

Game Engines: Unity Engine, Unreal Engine, Game Maker Studio, Clickteam Fusion 2.5

Middleware Engines: FMOD

Languages: C#, C++, JavaScript, Python

Developer Tools: Visual Studio, VS Code, Github, WinDbg, Netbeans

Developer Software: Jira, Trello, Confluence, Monday, Microsoft Office Suite, Google Suite

Practical Skills: Documentation, Project Management, Software Analysis, Team Communication, Problem-Solving, Critical Thinking, Hardware Diagnostics