

# Joshua Anthony Domantay

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[joshua-domantay.com](http://joshua-domantay.com)

Henderson, NV

## Profile

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Passionate Computer Science graduate with reliable work experience and proven expertise in video game development. Possess skill set with proficiency in Unity, C#, Python, Java, Android Studio, and Github.

## Education

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### California State University Northridge

*Bachelor of Science in Computer Science*

August 2019 – May 2023

*Northridge, CA*

- 3.43 GPA
- Data Structures, Algorithms, Software Engineering, Web Engineering, Computer Graphics

## Experience

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### Warehouse Technician

*USA EXPORTS TO CHINA CORPORATION*

September 2022 - Current

*Santa Clarita, CA*

- Boost quantity of products sold through expertise in diagnosing and repairing of new devices
- Optimized maintenance procedures by developing a Python script to aid troubleshooting process

### Field Service Technician

*Riverstreamz, LLC*

February 2024 – March 2024

*Santa Clarita, CA*

- Independently diagnosed and resolved issues from various election devices on a site
- Properly documented troubleshooting processes for records utilizing a ticketing system

### Code Sensei

*Code Ninjas*

May 2022 – September 2022

*Santa Clarita, CA*

- Established a safe and enjoyable environment to teach video game development to young ninjas
- Resolved coding challenges for ninjas having trouble with Scratch, JavaScript, C#, and Unity

### Instructional Student Assistant

*California State University Northridge*

January 2021 – May 2021

*Northridge, CA*

- Facilitated online tutoring service for students on bottleneck courses using Zoom
- Assisted students with issues related to data structures, algorithms, Java, C, and MIPS
- Organized and led study sessions for assigned classes to prepare for upcoming examinations

## Projects

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### Computer-Aided Design Software

[github.com/joshua-domantay/comp565-cad](https://github.com/joshua-domantay/comp565-cad)

January 2023 – May 2023

- Unity project that combines virtual reality with structural engineering to provide immersive designs
- Creates wooden objects and allows changes to their position, rotation, and length.
- Provides the ability to snap objects to other structures in the scene

### Autonomous

<https://www.joshua-domantay.com/>

March 2020 - October 2020

- 3D, third-person, top-down, roleplaying game made with Unity
- Implemented numerous features including non-player characters (NPCs) movement and interaction
- Has a dialogue system with customizable text and camera orientation using ScriptableObjects
- Offers combat functionalities showcasing player attack animation and enemy interaction

## Technical Skills

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### Languages:

Python, Java, C, C#, C++, HTML, CSS, JavaScript, MIPS, SQL

### Developer Tools:

Git, Github, VS Code, Visual Studio, Unity, Android Studio, Eclipse, Jira

### Other Tools:

Microsoft Word, Microsoft Excel, Zoom, Blender, Adobe Premiere Pro