Joshua Ward

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EDUCATION	**Rochester Institute of Technology**	**Rochester, NY**

Golisano College of Computing and Information Sciences   *Anticipated May 2026*
Bachelor of Science, Game Design and Development

- GPA: 4.0
- Awarded Dean's List for every semester enrolled
- Recipient of the RIT Presidential Scholarship (merit based)
- Accepted into the MAGIC Maker program for Spring & Fall 2025

Relevant Coursework: Game Design and Development I & II, Algorithmic Problem Solving I & II, Interactive Media Development, Experience Design in Games & Media, Level Design

SKILLS

Soft Skills: Effective Communication, Leadership, Organization, Creativity, Detail-Oriented

Technical Skills: Unity, Visual Studio Code, Adobe Creative Cloud, Autodesk Maya, Github

Programming Languages: C#, Java, HTML, CSS, JavaScript, C++

EXPERIENCE

MAGIC Spell Studios   **Rochester, NY**
Lead Artist (MAGIC Maker)   *Jan – Apr 2025, Aug – Dec 2025*

- Leading the art and visual design of *Unholy Roller* in the MAGIC Maker program
- Implementing Agile methodologies to self-motivate our team through weekly sprints
- Organizing our workflow through Trello boards and Gantt charts to present to stakeholders

Nicky Nice Games   **Remote**
Assistant Team Lead   *May – Aug 2025*

- Created 2D art, assets, and textures for *Gizmo Go-Kartz*
- Assisted in task management within our team and outreach among other teams on the project
- Gave weekly stand-ups and presentations to our team and advisor

PROJECTS

Unholy Roller [[link](#)]   *Jan 2025 – Present*

- Creating assets and animations with detailed design documentation
- Providing and accepting feedback from team members to guide asset implementation
- Showcased at RIT EDGE, Imagine RIT, and ROC Game Fest
- Won "Best Game Feel" award and "Best Onboarding/Tutorial" recognition at RIT EDGE 2025

Gizmo Go-Kartz [[link](#)]   *May – Aug 2025*

- Designed the game's mascot and namesake Gizmo, as well as two other playable characters
- Developed the color palette and aesthetic design for in-game menus, UI, and marketing
- Collaborated on aesthetic design and character design documentation

Rebuild, Reuse, Recycle [[link](#)]   *Feb – Apr 2024*

- Created a custom game engine in C# using the Monogame framework
- Lead a team of four through developing code, digital graphics, and an external level editor
- Designed unique character sprites, tile maps, and UI elements with a cohesive theme

LEADERSHIP

RIT Game Dev Club   **Rochester, NY**
Vice President   *Feb 2025 – Present*

- Organizing and hosting special club events such as game jams and play-test sessions
- Designing posters, marketing material, and branding for club events