

Joshua M. Lacey

Clifton Park, NY 12065

lacejosh01@gmail.com

Education

- **University at Buffalo**, Buffalo, New York
Computer Science Major - Bachelor's Degree Anticipated May 2021
Concentration in Media Studies and Game Design,

Technical Profile

- **Programming languages:** C#/ C++/ C, Java
- **Web development tools:** Currently learning Javascript, HTML, CSS, Wordpress.
- **Other software tools:** Unity, Substance Painter/Alchemist, Adobe Creative Cloud, Blender 2.8, Visual Studio
- **Operating Systems:** Windows, Linux

Work Experience

- **Sonet Inc. – Buffalo, New York, Software Developer Intern, May 2019 - August 2019**
Sonet Inc is a startup company that is developing a social media app and website. Worked with a team to contribute skills in ASP.net C# for an MVC framework, HTML, and CSS development. Helped to implement a tagging system for their website by using regular expressions in C#.
- **Southern Saratoga YMCA, Clifton Park, New York, May 2018 - August 2018**
Specialty camp lead counselor for weekly program that focused on developing STEM and life skills.

Academic and Personal Projects

- **Rustbelt Game**
Created a first person horror game that simulates computer hacking to break into a secure room. Software used include Unity C#, Blender 2.8, Substance Painter. Created all 3D models and textures. Key game mechanics implemented include dialogue system, Security Bot AI, partial Linux terminal simulator, and UI system.
- **Miranda VR Game**
Used SteamVR and Unity C# to create a VR experience utilizing the HTC Vive. Miranda is a spaceship simulator that takes place in orbit around the Miranda moon. Created all 3D models and textures. Key features implemented include spaceship controller with VR wands and procedural asteroid crystal generation system.
- **Torchlife Game**
Created a dungeon exploration game that used procedurally generated rooms. Software used include Unity C# and Blender 2.8. Created all 3D models and textures. Key features implemented include room generation system, saving and loading system, player progression system, and UI system.
- **Save the Ocean Game**
Worked with student team to create a Unity C# 2D game about collecting waste from the ocean and saving the environment. Worked as lead programmer and created physics force system for lowering waste collection net.
- **Brick Sorcerer, July 2015 – January 2017**
Used YouTube SEO to market successful stop motion animation videos that accumulated over two million views.

Leadership and Volunteer Work

- **Boy Scouts of America – Eagle Scout**
National Youth Leadership Training recipient, BSA National Honor Society, Veteran Scouting Service Award
- **Blackstone Launchpad: Campus Based Entrepreneurship, Leadership, and Venture Coaching program.**
Assisted business owners with social media strategy.
- **University at Buffalo Running Club, NIRCA intercollegiate competitive running association**
Board member, videographer and manager of Instagram and YouTube content. Created Running Club Logo.