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Indie game dev passionate about bringing satisfying, memorable and fun experiences to a wider audience. Hybrid designer-programmer with experience in narrative systems, UI/UX, prototyping, and gameplay mechanics.

Education

B.S Game Design and Development - University of Arizona, Tucson AZ

Aug 2021- May 2025

Software Skills

Software: Unity, PlasticSCM, GitHub, Godot, Photoshop, Premiere Pro, 3D Substance Painter, Asperite, Blender.

Languages: JavaScript, Python, C#, HLSL, GDScript, HTML, CSS, R.

Work Experience

Executive Director -National Residence Hall Honorary (NRHH)

Oct 2021 - May 2025

- Led the revitalization and restructuring of the NRHH chapter, restarting post-COVID operations.
- Directed chapter initiatives focused on student engagement, leadership, and community building.
- Managed operations, strategic planning, budget oversight, organization collaboration and program development.

Coordinating Officer of Service and NRHH - Intermountain Affiliate of College and University Residence Halls (IACURH)

Sept 2024 - May 2025

- Collaborated with a regional board to plan and execute leadership and professional development conferences.
- Co-chaired committees overseeing event logistics, programming, and delegate management.
- Maintained communication with school reps to promote inter-university collaboration and service initiatives.

Project Experience

Jungle Escape [Unity, C#] - *2D Platformer*. Game Design Lead

Sept 2024-Oct 2024

- Developed a pixel-art platformer where players swap animal forms to access movement abilities.
- Built gameplay systems, UI elements, and level layouts while testing and resolving core bugs.
- Contributed to delivering a furnished demo with smooth and readable platforming.

Until Death or Dawn [Unity, C#] - *3D Tower Defense*, Game Design & Art Lead

Oct 2024-Nov 2024

- Modeled all towers, projectiles, and a fully rigged lich boss; created animations and stylized textures.
- Created infrastructure for a first-person tower mechanic and ensured assets matched gameplay readability.
- Produced a cohesive art set that improved visual clarity and reinforced gameplay feedback.

Bitter Sweet [Unity, C#] - *2D RPG*. Programming Lead

Oct 2024-Dec 2024

- Built a branching dialogue system with dynamic choices that influence narrative outcomes.
- Designed and implemented UI menus with emotion-based character portraits to support storytelling.
- Managed puzzle design and game system milestones while regularly meeting with supervisor to ensure quality.

Unnamed Platformer [Unity, C#] - *3D Platformer*, Programming Lead

Feb 2025-March 2025

- Developed a custom Editor UI toolkit window enabling rapid creation of platforms with configurable behaviors.
- Implemented varied platform mechanics (bouncy, disappearing, moving, weight-reactive) and authored custom shaders using HLSL, ShaderGraph, and ShaderLab.
- Directed and captured an in-engine cutscene using Cinemachine for presentation.

Execute Operation Execute [Unity, C#] - *2D Card Roguelite*, Solo Developer

March 2025-May 2025

- Created an educational turn-based battler using an event-driven turn structure and scalable ScriptableObject cards.
- Designed all gameplay systems, UI, pixel-art assets, and original music within a one-month timeline.
- Delivered a complete, fully playable demo implementing feedback from QA testing.

Sunday Studios [Godot, GDScript] - *3D RPG*, Programming and Game Design Team

June 2025-Curr

- Integrated and implemented assets in collaboration with the art team pipeline to in-game engine.
- Debugged gameplay systems and apply QA feedback to improve build stability.
- Implemented core features including dialogue, interactions, and mini-game mechanics from scratch.