Joshua Eddy

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EXPERIENCE

Service Bureau Worker

January 2023 - May 2025

Bradley University; Peoria, IL

- Catalog records of checked-out and returned equipment for Bradley's student body.
- Manage students' and faculty's print and equipment requests.
- Organize returned equipment to increase the bureau's efficiency.

Programmer

August 2022 - March 2023

FUSE Showcase Event Game Development, Peoria, IL

- Develop a four-player rhythm game as a member of an 18-person team.
- Construct a power-up system that randomly selects from a list of power-ups that would interfere with opposing players when the player collects enough points for a more engaging experience.

AmeriCorps Member

May 28 - July 31, 2021 & 2022

Belleville AmeriCorps; Belleville, IL

- Educate children using communication and teaching skills to help them in their upcoming school year.
- Assist teachers and faculty with organizing and collecting documents and equipment.

INVOLVEMENT & HONORS

Recipient, Summa Cum Laude Graduate, Peoria, IL May 2025

Member, The National Society of Leadership & Success, Peoria, IL March 2022 – Present

Recipient, Bradley University Dean's List, Peoria, IL December 2021- Present

Recipient, Bradley University Presidential Scholarship, Peoria, IL August 2021 – May 2025

SKILLS

Game Engine: Unity

Programming Languages: C++, C#, Python, and Java

GitHub Experience

Sound Software: Adobe Audition

Professional Writing

EDUCATION

Bradley University, Peoria, IL; Graduated: **May 2025**

Bachelor of Science in Interactive Media **Game Design**; minor in **Game Technology**

- Overall GPA 3.8/4.0
- Major GPA 3.54/4.0

RELEVANT COURSEWORK

Senior Capstone:

- Cooperated with a team of 30+ students to make a story-based puzzle game.
- Designed and iterated interesting and engaging mechanics and puzzles.
- Edited and put together dialogue and sound effects for our cutscenes
- Participated and gave feedback for our team meetings and iteration sessions.

Fundamental Data Science:

- Solve a wide range of programming problems using Python.
- Program several algorithms that could predict whether a review was positive or negative using a dataset collected from Steam reviews.