# Joshua Eddy

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https://www.jeddygd.com/

## 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.*

**Design Lead**          September 2023 – April 2024
 *FUSE Showcase Event Game Development, Peoria, IL*
- *Lead designers of varying grades and skill levels to design a cohesive and executable experience within a short deadline.*
- *Promoted creative thinking and collaboration amongst designers.*
- *Organized design meetings and communicated with programmers and artists on design updates.*

**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: Unreal and Unity*
*Programming Languages: C++, C#, Python, and Java*
*GitHub and Jira Experience*

## 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.