Joseph T. Mitchell
Computer Science Student | Software Developer

Contact

Open to positions in the pacific north west or remote.

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Email
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LinkedIn
linkedin.com/in/josephTmitchell

Portfolio
dosgatitosgames.com/
Portfolio.html

GitHub
github.com/JtMitchellOsuStudent

Extra-curricular Accomplishments

- Built & published multiple games on Steam, with over 10,000 players.
- Competed as a finalist for the 2021 Indie Platinum Award.
- Competed in the 2021 Game Development World Championships.
- Exhibited at the 2019 SXSW Game Convention.

Education

2021-Present | GPA 4.0
Oregon State University
BS in Computer Science
(Expected graduation 12/09/23)

2012-2016
University of North Texas
BA in Integrative Studies

Programming Languages

- Python
- C#
- Web (JS, HTML, & CSS)
- C++

Objective

Enthusiastic & motivated post-baccalaureate computer science student with a friendly user interface, looking for professional internship opportunities in software development. Proficient in C#, Python, and Web (JS, HTML, & CSS). 2019 SXSW Game Convention exhibitor and 2021 Indie Platinum Award Finalist. Sole developer of multiple desktop applications and games with over 10,000 players.

Experience

2017-2022 — **Software Developer & Founder**
Dos Gatitos Games

- Founded an indie game startup, conceptualized and developed multiple game projects with an audience of over 10,000 players on Steam.
- Deliberated, modularized, and deployed three games and one desktop productivity application as a solo developer within both Unity & Unreal Engine development environments.
- Managed front-end development with continual updates for Dos Gatitos Games website and a web-based chatbot.
- Structured, organized, and hosted collaborative groups across multiple projects, including quality assurance, creative content creation, and convention center booth team.

Highlighted Projects

Khaos Wind | C# | 2021

- Utilized 3D-modeling software, Unity game engine, and engineered custom rendering optimization tools for improved program performance.
- Exhibited at the 2019 South by Southwest games convention in Austin, Texas; managed all aspects of being an exhibitor (application, contracts, booth design, materials, hosting, volunteer management, etc.)

Chatbot | JS, HTML, & CSS | 2022

- Designed and executed an interactive web-based chatbot capable of answering over 100 common interview question s.
- Created and maintained an interactive webpage for Dos Gatitos Games with smooth transitions between desktop and mobile operations, using JavaScript, HTML, & CSS.

Dungeons & Real Estates | Python | 2022

- Implemented autonomous player bots and UI using Python and Tkinter, exceeding standards of a typical school project.
- Surpassed expectations, "Not only modularized, maintainable implementation, but this is honestly the first time I had a student with UI plans follow through and make it." - Erik Fogle OSU TA

Employment History

2019-2021 — **Residential Assistant**
Adapt | Roseburg, OR

2017-2019 — **School Bus Driver**
HCISD Transportation | Kyle, TX