Josh Wright

New Grad Software Engineer (May 2027)
Scottsdale, AZ | (480) 252-6911 | joshwright0322@gmail.com | linkedin.com/in/joshua-wright-a94143338 |
github.com/JoshWright22 | joshwright22.github.io

SUMMARY

Computer Science student at Arizona State University (May 2027) who builds games, engine tools and 3D plugins in C#, C++ and Python (Unity, Godot, Unreal Engine, Blender, Maya). Led game jam teams of up to 6 to finished games on 48-hour to one-week deadlines, placing #9 of 2,253 at Brackeys Game Jam and 2nd at AZ Game Cup.

EDUCATION

Arizona State University | B.S. Computer Science | Tempe, AZ — Expected May 2027
Coursework: Artificial Intelligence, Machine Learning, Social Media Mining, Operating Systems, Data Structures
Systems Lead, ASU Video Game Development Club: lead the systems programming team and teach Unity scripting workshops

Scottsdale Community College | A.S. Computer Science | Scottsdale, AZ — May 2025
Honors Scholarship, GPA 3.6
Available full time after May 2027. US citizen, no sponsorship needed.

EXPERIENCE

Software Engineering Intern (UNOMi Capstone) | Pixel Pirate Studio | Tempe, AZ | getunomi.com — Aug 2026 - Present

- Architected 6 markerless motion capture pipelines for Pixel Pirate Studio (2x Emmy-nominated), picking models to fit budget and software limits, then benchmarked them on 31 clips at 6 to 37 compute-minutes per video-minute.
- Merged UNOMi's 4 plugins (Maya, Blender, Unreal Engine, Cinema 4D) into a monorepo with CI and test its ML lip sync.
- Fine-tune the vision models on multiple Microsoft Azure GPUs and model cost across 4 Azure GPU VM tiers to stay on budget.
- Run agile sprints for the 5-person team and write bug reports and documentation for the sponsor's engineers.

AI Data Specialist | DataAnnotation | Remote — Jun 2025 - Present

- Review AI-generated code and GitHub commits for correctness and bugs, and benchmark LLM coding responses against requirements.

PROJECTS

Trust No One | C#, Unity, Git | hozer347.itch.io/trust-no-one — Aug 2026

- Programmed the party member and upgrade systems in C# and designed the core combat for a Unity game shipped in one week by a self-formed team of 6, leading design and deciding what made the cut.
- Placed #9 of 2,253 entries (top 0.4%) and 14th most popular at Brackeys Game Jam 2026.2, featured in Brackeys' jam video; built its promo website (HTML, CSS, JavaScript, Cloudflare).

Yorehold C++ Game Framework | C++20, SDL3, WebGPU (Dawn), CMake | github.com/JoshWright22/yorehold-framework — Oct 2026

- Wrote a C++20 2D game framework on SDL3 and WebGPU: batched renderer, render targets, lighting and fog, chunked tile maps with streamed regions, pooled particles, hot-reloaded assets and a unit test suite (runs on Windows/D3D12).

Game Jams and Club Club Jam Jam | C#, Unity, Godot, GDScript, React | joshwright.itch.io — 2026

- Founded and led ASU's 6-person team at AZ Game Cup 2026 (There's No Place Like 127.0.0.1): took 2nd place with the highest-scored pitch, scoped the 48-hour build and programmed procedural floor generation.
- Placed #12 of 150 solo in Club Club Jam Jam, which I helped run, and led teams to top 5% and top 15% in two other jams.

Full-Stack Apps (Yorehold, TrendDeck) | TypeScript, React, Next.js, Electron, Nakama, PostgreSQL, Docker | trenddeck.app — Oct 2026

- Shipped TrendDeck, an open-source Electron app with 249 release downloads, and built Yorehold's full stack: Godot C# client, Next.js site and TypeScript game server on Nakama and PostgreSQL (runs locally).

AI Projects (Battlecode, nanoTSFM) | C++, Python, PyTorch, CUDA, Microsoft Azure — Oct 2026

- Trained a recurrent PPO agent by self-play on a custom CUDA GPU simulator for Cambridge Battlecode 2026. On the GIFT-Eval forecasting benchmark (97 unseen tasks), my PyTorch ensemble scored 0.5641 CRPS, ahead of the 0.6316 nanoTSFM record and published YingLong-50m (0.567) and Moirai-small (0.650), pending verification.

SKILLS

Languages: C#, C++, Python, Java, TypeScript, JavaScript, SQL, GDScript, x86 Assembly
Game and 3D: Unity, Godot, Unreal Engine, WebGPU, SDL3, gameplay programming, procedural generation, multiplayer networking, Blender, Maya
Web and AI: React, Next.js, Electron, Nakama, PostgreSQL, LLM evaluation, Claude Code
Tools: Git, GitHub, Docker, Microsoft Azure, Agile/Scrum, debugging and optimization