

Josh Song

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Experiences

- **2023 - Present** **Gameplay / Combat Designer at [Takes Two Inc](#) / [Zynga](#)**
Hero Shooter Game. Under NDA. Design and implement gameplay, combat, and characters.
 - **2021 - 2023** **Combat Tech Designer at [Airstrafe Interactive](#)**
Combat designer and programmer for Salesblazer, a survival open-world game about shopkeeping. Sole designer for the entire combat system from the ground-up in creating a combat system where players can use any item to fight. Programmed each attack and most of enemy AI behavior. Directed the animation team in creating combat moves and created the SFX/VFX along with it. [Saleblazer steam link](#).
 - **2020-2021** **Gameplay Designer/Programmer at [Bapbap](#)**
Lead gameplay designer and programmer for Bapbap, MOBA Battle Royale game with over 40,000 discord users. Designed multiple characters and abilities, balanced said abilities, created in game events and items, and more. [Youtube Trailer](#)
 - **2019** **Software Engineer at [Foam Technician](#)**
Sole programmer for the robotics for a smart NERF toy product; Arduino programming that includes solenoid, buttons, rotary encoders, and an OLED screen that displays ammo and a menu options to change fire rate, type of fire, and magazine size.
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Activities

- **2017-2020** **Collegiate Professional Player - Overwatch**
Was a competitive player that played in the collegiate leagues for Cal State University of Long Beach. Takes hard effort in learning the game, understanding game design/combat, and experiencing first-hand what it means to be a player at the highest level.
 - **2020** **President of CSULB Association of Computing Machinery (ACM)**
Lead an organization with over 400+ members; Managed multiple projects such as Programming team, WebJams, Unity Workshops, and Cyber Security in a macro-scale; Conduct Beachhacks, a 24-hour long hackathon hosted in CSULB, by planning out logistics and contacting sponsors, such as, Google, Corsair, MLH, MSI
 - **2018** **Game Dev Unity Workshop Lead**
In charge of multiple groups filled with beginners each tasked to finish a game by the end of the semester; Helped develop over 15+ games of many different types of genres.
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Education

California State University Long Beach
Major : Computer Science
Graduation Date : Spring 2021

Programming Languages

C#, Python, C/C++, SQL