

JOSH TERRY



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Education

Georgia Institute of Technology

M.S. Human-Computer Interaction
Expected Graduation: May 2022

B.S. Computational Media
Graduated May 2020
Major GPA 3.9

Skills

Software

Adobe Creative Suite, Visual Studio
Code, Unity, Blender, Maya, JIRA,
Basecamp, Trello, Amplitude, Ableton,
Microsoft Office Suite, Spreadsheets

Programming

Java, Javascript, C, C#, C++, Python,
HTML, CSS, GLSL, Processing

Proficiencies

Game Design
AGILE Methodologies
Interaction Design
User-Centered Design
Iterative Prototyping
Project Management
Full-Stack Development

Awards

Emmy Nomination *Rick & Morty VR*

Outstanding Creative Achievement in
Interactive Media within a Scripted
Program.
QA Lead, Acting Product Manager.

Academic Distinctions

Georgia Tech Magna Cum Laude
Zell Miller Scholarship

Experience

Adult Swim Games *Associate Producer*

2017 - 2020

Coordinated development across interdisciplinary teams. Project Manager of Samurai Jack: Battle Through Time Physical Edition Release. Created technical documentation of proprietary tools for uploading builds to Steam and Epic storefronts. Actively innovated on game production pipelines. Advocated for accessibility and representation throughout design, production, and live ops of games. Former QA Analyst Intern, then QA Lead.

Satori Studios *Co-Founder, UX Designer*

2020

Implemented and optimized UI, Models, and scripts, and production of ZenVR, a virtual reality app for teaching meditation. Directed production in a startup setting.

Mailchimp *Technical Content Producer*

2019

Researched, wrote, produced, edited, and published media to Mailchimp's Knowledge Base. Began initiative to publish educational videos to the Mailchimp API.

Augmented Environments Lab *Research Assistant*

2016

Designed and implemented user interfaces for use in Argon, a web browser built for locative virtual reality.

Human Factors and Aging Lab *Research Assistant*

2015

Recruited participants and transcribed user interviews on PARO seal and FitBit user experience studies.

Projects

17+ Published Titles *Production, QA*

Samurai Jack: Battle Through Time	Pocket Mortys
Rick and Morty: Virtual Rick-ality	Duck Game
Robot Unicorn Attack 3	Rain World
Amateur Surgeon 4	Death's Gambit
Battle Chef Brigade	and more

Independent Game Development

Developed many functional prototypes of 2D and 3D platformers, puzzle games, and more across numerous game engines and programming languages.

Accessible Outdoors

Leading a team to build a user-first tool to help mobility-impaired people engage with the great outdoors.

The Infinite Woman

Collaboratively designed and implemented a web-based platform where users can create procedurally-generated feminist poetry.

Print Media Design

Created, published, and presented a 38-page photography tutorial guidebook as a nonlinear documents final project.