Joshua Sime

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Objective

Create fun, enjoyable, and unique games enjoyed by many. Contribute to game projects by leading teams in development, organizing schedules, and prioritizing tasks. Also working on designing and creating levels, environments, quests, POIs, and interesting encounters for players to find and explore.

Experience

Environment/Area Designer and Assistant Producer

Little Arms Studios - Zephyr Drone Simulator

May 2025 - Present

- Organize and lead the development team using SCRUM management principles to maintain, enhance, and develop in Unity 3D.
- Pitched and implemented new development and release schedule for CEO and VP of Production
- Communicate with customers and potential adopters of the software to learn more about client needs and development needs for the simulator.
- Design, develop, and implement new environments with training modules in Unity 3D based on customer needs.
- Attend conferences and events to aid the sales department and bridge the gap between the business and development teams.

Business Development Intern

Little Arms Studios - Zephyr Drone Simulator

December 2024 - May 2025

- Participate and provide input on events, processes, workflows, and project management
- Account and Order Management
- Conducted sales and demo calls to generate leads and maintain customer relationships

Volunteer QA Analyst

IGDA - DC Chapter

May 2024 - Present

- Identified issues in submitted Indie Games
- Recreated and reported on bugs to developers
- Provided feedback on user experience and design

Solo Indie Game Developer

Sime Gaming Studios (Found on Itch.io)

June 2022 - Present

- Development in 2D, 3D, and VR Unity
- Development in 3D Unreal
- Development in 2D Godot
- Programmed C#, C, PHP, and MySQL Scripts
- 1100+ views with a 10%+ download rate on "The Escapee" in first week
- Developed fractions game "Mineral Math" in partnership with local elementary schools
- Ranked 3rd Mini Jam 145 as well as participated in other Jams
- Tabled at "GAME Mason" 2024 & 2025

Education

George Mason University
Fairfax, Virginia
2023 - 2027

- Computer Game Design B.F.A
- Business Minor
- Honors College
- 3.91 GPA

Western Albemarle High School
Crozet, Virginia
2019 - 2023

- 4.4 weighted GPA with Advanced Diploma
- 2 years of Game Design at Center 1
- Varsity basketball; 4 year starter and team captain in 2023 and 2022

Skills

Hard Skills

- Certified Scrum Master
- Miro Proficiency
- Microsoft Word & Excel
- C#, C, and Java
- PHP and MySQL
- Version Control with P4V and Github
- 2D, 3D, and VR Unity Development
- 3D Unreal Development
- 2D Godot Development
- Modeling & Animation in 3DS Max & Maya
- Texturing in Adobe Photoshop & Substance 3D

Soft Skills

- Interpersonal communication
- Conflict resolution
- Leadership
- Quick and eager to learn
- Positive disposition
- Determination
- Attention to Detail
- High adaptability

Awards

- 6 Semesters on the College of Visual and Performing Arts Dean's List
- Faculty Award for Excellence in Computer Science June 2023