

# Jhoshua Ampo

[ampojhoshua@gmail.com](mailto:ampojhoshua@gmail.com) | Los Angeles, CA | +1 (310) 941-5065

Portfolio: [waffle-fish.github.io/](https://waffle-fish.github.io/) | LinkedIn: [Jhoshua Ampo](#) | Github: [Waffle-Fish](#)

## Projects

---

### Game Jams

Participated in over 18 game jams, won 3 awards, and led 9 teams. The awards are: Runner up for Quantum Game Jam, Best sound in Texas Game Jam 2024, Best Audio/Visual in Halloween Horror Game Jam.

#### A Slice of Lunch - Unity Game | Producer, Programmer

Sep '24 - (Target) July '25

*CSUF Video Game Development Club Project* | 2D puzzle lunch-packing game

- Led a team of initially 5 members (2 artists, 2 programmers, and 1 composer). Both programmers were new to game dev and I assisted them in implementing key features such as moving and rotating food. The current team consists of 4 members, including myself: 2 artists and 1 composer
- Implemented features such as slicing food, verifying win conditions, animations & cutscenes. Integrated code, art, and audio assets from team members, ensuring all elements work seamlessly together
- Designed and documented core mechanics, gameplay features, and overall game atmosphere in a game design document

#### Star Flux - Unity Game | Gameplay Programmer

Nov '24 - (Target) Nov '25

*Quantum Game Jam 2024 hosted by CalTech, Laguna College of Art & Design, Indie Game Academy*

- Developed a 2D Strategy Pathfinding Game using the Quantum Forge Plugin in 1 week with 4 others
- Implemented features that mimicked quantum behaviors such as entanglement and phase rotation
- The team has continued to develop the game while working closely with Quantum Realms Games in publishing the game on Steam

#### Video Game Recommendation System | Programmer

Oct '24 - Dec '24

*Machine Learning Class Project*

- Created a personalized video game recommendation system using machine learning techniques such as collaborative filtering to suggest games based on user preferences and behavior using datasets obtained from Kaggle
- Applied data preprocessing and feature extraction using Python libraries (Pandas, NumPy, Scikit-learn)

## Education

---

### California State University, Fullerton

May '25

*Bachelor of Science in Computer Science*

GPA: 3.4

**Important Coursework:** Artificial Intelligence, Machine Learning, Object Oriented Design, Algorithms

## Experience

---

### General Officer | CSUF Video Game Development Club

Aug '24 - May '25

- Coached teams in developing and completing their semester game projects
- Helped set-up club events and weekly meetings

## Skills

---

**Languages:** C#, C/C++, Python

**Game Engines:** Unity, Unreal

**Unity Plugins:** Quantum Forge, Odin Inspector / Serializer

**Dev Tools:** Jupyter Notebook, Android Studio, Git/Github