

JOSHUA ROSEN

Software Engineer | Game Dev

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SUMMARY

- Currently working on **Kotlin** build tooling and feature support at Google.
- Previously worked on **Android** development at Google for 5 years.
- Completed solo game dev projects in **Unity**, **Godot**, and for the **Playdate** (see [portfolio](#)).
- Completed three Google internships prior to graduating college with a CS degree.

EMPLOYMENT

GOOGLE INC.

Software Engineer (Kotlin Team)

KIRKLAND, WA: Dec. 2024 - Present

- Writing infrastructure and build systems within Google to support first-party development with Kotlin Multiplatform.
- Providing Kotlin code reviews and Kotlin best practices mentorship to other teams across Google.

Software Engineer (Google Meet)

KIRKLAND, WA: 2019 - Dec. 2024

- Contributed features and bug fixes to the Google Meet/Duo Android apps in Java/Kotlin.
- Primary responsibilities were writing new feature designs, implementing the designs, and launching the features by fixing bugs and monitoring metrics during rollout.
- Hosted interns and mentored new team members.

GAME DEV PORTFOLIO (SOLO PROJECTS) - [JOSHUA.ROSEN.DEV](http://joshua.rosen.dev)

[End of Garbage](#) - Selected for exhibition at [PIGCON 2026](#)

- A short narrative puzzle game built in Godot.

[Wormsign](#) - Selected for exhibition at [Seattle Indies Expo 2024](#)

- A short musical experience built in Unity and designed to run in the browser.
 - Wrote custom HLSL shaders for rendering the procedurally generated dunes/sandworms.

[Abbot's Gambol](#) - Selected for exhibition at [Seattle Indies Expo 2023](#)

- A competitive card game built in Unity, playable against an AI opponent or against another player over the network.
 - Created a custom event system for handling collections of cards, built on Unity's ScriptableObjects.
 - Built an AI opponent using a simple board-state heuristic.

[Quote a Day](#)

- A daily quote app for the [Playdate](#) device. Written in Lua.

EDUCATION

UNIVERSITY OF UTAH

Salt Lake City, UT

B.S. (3.9 GPA), Major in Computer Science; Emphasis in Entertainment Arts & Engineering

2015-2019

SKILLS: Kotlin, Kotlin Multiplatform • Java, Dagger, Android Development • C#, Unity • GDScript, Godot • Lua
