

# JOEY BARRIENTES

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## EDUCATION

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The University of Texas at San Antonio Bachelor of Science in Computer Science	January 2024 – May 2026 GPA: 3.9
Alamo District Colleges – St. Phillip’s College Associate of Science in Computer Science	March 2023 – December 2023 GPA: 4.0

## EXPERIENCE

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Vice President of the University of Texas San Antonio’s Game Design Student Organization

- Coordinated organizational strategy and weekly operations with 5 other officers, supporting over a dozen members through workshops, project teams, and community events
- Promoted an inclusive community, encouraging participation from students, designers, programmers, and artists of all skill levels and fostered a supportive environment for creative experimentation

## PROJECTS

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The Sublime – *Senior Design II Capstone, UTSA* January 2026 – May 2026

- Led a team of 8, including student actors who filmed original footage, in developing a full-motion video detective mystery game as a senior capstone project
- Directed architecture decisions, delegated tasks, and coordinated integration across all game systems
- Built the core gameplay loop connecting player interrogation choices to branching video playback, inventory updates, and puzzle progression
- Delivered a complete playable demo from start menu through interrogation to puzzle resolution

Phobos – *Senior Design I Capstone, UTSA* August 2025 – December 2025

- Led a team of 4 to design and develop a first-person VR survival game set on Mars, centered around station management and psychological isolation
- Built a global time and day/night cycle system to drive timed narrative events
- Implemented a world-space VR UI system allowing interactive HUD elements to display correctly within the VR environment

AES Inventory System – *Advanced Software Engineering, UTSA* January 2026 – May 2026

- Built an 11-endpoint JSON REST API in PHP on AWS EC2 for an equipment inventory application, covering full CRUD operations for equipment, device types, and manufacturers
- Implemented input validation, duplicate detection, and active-status enforcement across all endpoints using parameterized MySQL prepared statements
- Developed a separate external client site that consumes the API via cURL with a Bootstrap UI supporting search, add, and modify workflows
- Wrote formal API documentation covering all endpoints, parameters, and expected responses

.Dreams – *Independent Development Project*

- Conceived, designed, and developed an original independent game using Godot and GDScript from the ground up, handling programming, gameplay systems, and content design
- Gained hands-on experience with project management and real-world independent game development

### Personal Media Manager – *Independent Development Project*

- Designed and built a local media library application in Godot 4 and GDScript, handling all programming, UI design, and system architecture
- Implemented a category-based file organization system with persistent JSON save data stored in the OS app data directory
- Automated video thumbnail generation using FFmpeg via background threading to keep the UI responsive during processing

### **SKILLS**

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- Intermediate proficiency in programming and web development languages, such as Python, Java, C, C#, HTML, CSS, JavaScript, and Go.
- Advanced proficiency in game development applications, such as Unity and Godot, as well as their programming languages of C# and GDScript respectively.
- Strong leadership and organizational abilities, with a focus on managing student teams and guiding project pipelines
- Skilled in project management methodologies, such as milestone planning, task delegation, and iterative development workflows