

Josh Bossie

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Skills

- Systems analysis
- Project management
- Data analysis
- Business analysis
- Problem solving
- Scripting
- Communication
- Agile methodologies
- C#, JavaScript, SQL
- User stories
- Trello, Jira
- Excel, MS Projects

Experience

Independent Game Developer - Self Employed

JANUARY 2017 - PRESENT

- Conceptualized and developed original game ideas from initial vision to final release, handling all aspects of development independently
- Designed and implemented game mechanics, AI logic, 2D art, and user interfaces to create an enjoyable and immersive player experience
- Created and maintained design documents, data reports, burndown charts, and task backlogs
- Handled all other business aspects, including project management, budgeting, marketing, and community engagement
- Collaborated with users via playtesting and interactive livestreams to help iterate on features and gather feedback & bug reports
- Organized a successful Kickstarter raising over \$17,000 in funding

Business Analyst - Expeditors International

MARCH 2011 - JANUARY 2017

- Collaborated with developers, product owners, and end users in the creation of software for the document management development group
- Prepared and maintained project documents including requirements, deliverable timelines, stakeholder management, and mockups
- Assisted project managers in planning, executing, and tracking projects, including burn-down charts and leading daily standups
- Produced and analyzed reports on large data sets to measure success and identify inefficiencies

Product Tester - Parking Staffing

SEPTEMBER 2010 - MARCH 2011

- Successfully tested games for the Nintendo Wii and the Nintendo DS through a contract position with Nintendo of America

Education

University of Maine - B.A. Computer Science

2006 - 2010