Joshua Price

Software Engineer

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Languages & Skills:

Java, Python, C#, C, C++, SQL, Ruby, Erlang, Scala, Haskell, Prolog, HTML/CSS/JavaScript | Git, .NET, Unity, Unit Testing

Education:

Bachelor of Science in Computer Science @Oklahoma State University, Stillwater OK.
Officer of Video Game Development club in 2025.
Member of Oklahoma State ACM chapter since 2024.
3.04 GPA, Graduation Date: 05/2026

Experience:

(05/2020 - 07/2021) Landscaping -Cherokee Nation
(05/2022 – 07/2025) Quality Assurance Inspector -Consolidated Printing
(07/2022 - 05/2023) OSU Football videographer -OSU Coach's Dept.
(09/2023 – 12/2023) Customer Service -Colvin Wellness & Fitness
(09/2023 – Current) Dasher -Door Dash

Projects:

1. **Stock API Tracker**
(https://github.com/joshuaprice13/Stock_API_Tracker)

Real-time financial data application with REST API integration and custom Swing GUI for live market visualization.

2. **Knightfall - Unity based Video Game**
(https://github.com/VGD2024-OKSTATE/game-group-project-group4)

Led development of immersive 3D environment featuring AI-driven enemy behavior, advanced physics systems, and C# Scripting.

3. **Floating Point Arithmetic Visualizer**
(https://github.com/JoshuaPrice13/floating-point-arithmetic-visualizer)

Java application performing bitwise arithmetic operations with visual binary representation of IEEE 754 floating-point numbers.

4. **PixelQuest - 2D Platformer**
(https://github.com/JoshuaPrice13/PixelQuest)
(https://joshuaprice13.itch.io/pixelquest-html)

WebGL-deployed game engine project with over 100 players, built using Godot & GDScript and optimized for web performance.

5. **FinTrack** (In-Progress)
(https://github.com/JoshuaPrice13/FinTrack)

AI-Powered Personal Finance Management System. Semester-long, 5-person team project using Python and the Agile methodology. Using trained LLMs the system automatically categorizes bank transactions for budgeting made easier.