

# Joshua Lollis

## Graduating with B.S. in CS Spring 2025

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### Summary

*Self-motivated student with 10 years of experience in C++ and game development, seeking engineering internship to enhance skills and to learn from talented developers.* Strong focus on game development in academic coursework, including Game Design, Physics, Computer Graphics, and C#. Participated in Unity mentorship, strengthening game architecture and best practices. Actively contributed to CSUF Game Dev Club's *Hell Tower* team, strengthening the team with experience in Game Architecture, and Unity. Passionate about game creation, with a web portfolio of projects in C++, C#/Unity, Python.

### Education

#### **California State University - Fullerton -- Spring 2025**

- B.S. Computer Science
- Video Game Development Club
- Game Design, Physics, C#, Computer Graphics

#### **Fullerton College -- Spring 2020**

- A.S. Computer Science *with Honors*
- A.A. Interdisciplinary Math/Sci *with Honors*
- Dean's List + Phi Theta Kappa Honors

### Expertise

**Language :** C++ (most exp.), C#, Markdown, HTML, Python

**Engine/Architecture :** Unity, OOP Patterns, SFML, CMake,

Dear-ImGui, Box2D, OpenGL, Win32

**IDE/Env :** Visual Studio, VS Code, CLion, QT, Windows, Linux

**Proj. Mgmt. :** Agile(Scrum, Kanban, Standups), git, GitHub, Trello

**Other :** Photoshop, Illustrator, Premiere, 3ds Max, Blender

### Recent Game Projects (reverse chronological order)

#### **Project Gal** (2023-Current) – **C#, Unity3D, Raytracing, FPS Controls, IK Rig Animation**

- Old West themed 3D rail-shooter in Unity, using raytraced projectile hit checks and IK Rigged Player Animation

#### **Rest Api Interface Custom Unity Editor Window** (2022) – **C#, Unity Engine, Async Rest API, Unity Custom Editor**

- A custom Unity Editor Window, using an async Rest API, allowing for card data retrieval from a Pokemon TCG database

#### **Lander Prototype** (2022) – **Unity2D, Particle FX, Physics, Creative UI, Terrain Generation**

- Modern *Lunar Lander* with dynamic camera movement, Perlin-generated terrain, and Particle FX rockets thrusters!

#### **漁Fish (Gyo-Fish)** (2022) – **C++, OOP, Project Lead, SFML, Time Management, Agile, Git**

- 2-week jam, recreated fishing mini-game from *Stardew Valley*

#### **Server Surfer** (2021) – **Mentorship Project, C#, Unity2D, Dependency Injection, Scriptable Objects, Agile, Git**

- 2D Runner with 3-stance system, offering dynamic playstyle, design-minded enemy flight patterns, milestone in Unity, ECS, immediate window, and game architecture comprehension

#### **Snake++** (2020) – **C++, file I/O, SFML, UI Art/Design, OOP, git**

- Designed a unique mechanic for Snake, introducing dynamic obstacles upon collisions, showcasing innovative game design

### Experience

#### **Engineering Instructor** – Brain Builders Stem Education (2022-2023)

- Instructed groups of 20-30 students, grades 3rd to 6th, in engineering concepts, emphasizing creativity and teamwork.

#### **Mentorship under professional game developer** (Summer 2021)

- Gained a strong grasp of Unity, game architecture, Scrum, Dependency Injection, and effective use of git for Unity projects.

#### **Content Integration** – Thales (2021-2022)

- Conducted detailed QA analysis on a/v meta-data using tools like Audacity, proficient in issue tracking using Excel and Word.

#### **Logistics/Will-Call Coordinator** – Honeywell/Resideo/ADI Global Distribution (2013-2019)

- Performed shipping and will-call operations, providing customer support, and ensuring accurate shipments to customers globally.

#### **Photo Lab Tech / Mobile Specialist** – Walmart (2007-2013)

- Managed the processing of sensitive photographic, digital, and financial data while adhering to federal laws and company policies.