

Joshua Lollis

Game Developer

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Summary:

Multi-faceted game developer with 10+ years of experience in C++. Self-starter leveraging a broad skillset spanning Unity engine, engine architecture, OOP patterns, game theory, analog/digital art, and musicianship to create immersive gaming experiences.

Skills:

- *Languages:* C++, C#, Python, Markdown (*Honorable Mention:* Reading Documentation)
- *Engines/Architecture:* Unity, OOP patterns (Go4, ECS), SFML, CMake, Dear-ImGui, Box2D
- *IDEs:* Visual Studio, VS Code, CLion, QT, Obsidian
- *Project Management:* Agile(Scrum, Kanban, Daily Standups), Trello, git, GitHub

Education:

California State University - Fullerton

- B.S. Computer Science (Est. Spring 2025)
- Video Game Development Club, Classes: Game Design, Graphics, AI/ML

Fullerton College

- A.S. Computer Science (2020)
- A.A. Interdisciplinary Studies Math and Science (2020)
- Dean's List
- Phi Theta Kappa Honors Society

Game Projects:

- i) Snake++ -- (2020) -- C++, file I/O, SFML, UI Art/Design, OOP, git
 - *Description:* Snake with a challenging new mechanic, demonstrating creative game design
- ii) Neon Cloud -- (2021) -- C#, Unity, Dep. Injection, Scriptable Objects, Agile, Git
 - *Description:* 2D Runner with flexible playstyle, design-minded enemy flight patterns, milestone in Unity, ECS, and architecture comprehension
- iii) Gyo-Fish – (2022) – C++, OOP, Project Management, SFML, Time Management, Agile, Git
 - *Description:* 2-week jam with my brother, recreated fishing mini-game from “Stardew Valley”
- iv) Lander Prototype – (2022) – Unity, Particle FX, Physics, Creative UI, Terrain Generation
 - *Description:* Modern lander with dynamic cameras, Perlin Terrain, and Particle FX rockets!

Experience:

- i) Engineering Instructor, Brain Builders Stem Education (2022-2023)
 - Taught after-school engineering program to students grades 3 through 6.
- ii) Mentorship with professional Unity developer (Summer 2021)
 - Learned Scrum, Dependency Injection, Unity project git
- iii) Content Integration, Thales (2021-2022)
 - QA analysis on audio/video meta-data (Audacity, VLC), issue logging (Excel, Word)
- iv) Logistics, Honeywell/Resideo/ADI Global Distribution (2013-2019)
 - Shipping and will-call lead, customer facing, packed, and shipped product to customers
- v) Lab Tech / Sales, Walmart (2007-2013)
 - Processed sensitive media, data and contracts under federal laws and company policies