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++ seeking Gameplay Design internship to sharpen skills, meet new people, and kick off career! Has diverse skill-set spanning design and engineering, with formal education in ***Game Design***, ***Game Theory***, Physics, Computer Graphics, C++, C#, A.I., Python, Illustrator, Photoshop, and Creative Writing. ***Mentored by Unity professional*** specializing in Agile, Custom Tools, and Designer-Friendly Architecture. ***Collaborated*** in ***Video Game Dev Club***. Passionate about gameplay, with a growing portfolio of Design, Engineering, Art, and Music projects.

Education

California State University - Fullerton -- Spring 2025
- B.S. Computer Science
- ***Video Game Development Club***

Fullerton College -- Spring 2020
- A.S. Computer Science with Honors
- A.A. Interdisciplinary Math/Sci with Honors
- Dean's List + Phi Theta Kappa Honors

Technical Experience

Language: C++ (most XP), 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

Projects & Prototypes (Click Project Name For Portfolio Page)

Project Gal (2023-Current) – C#, Unity3D, Raytracing, FPS Controls, IK Rig Animation, Particle FX
- Old West rail-shooter in Unity. Once an isometric bullet-hell, revised design for ***Sprint-Friendly*** approach.

Office Render (2023) – 3DS Max, Corona, AutoCAD, Modeling, Lighting, Composition, Environment Design
- Final Project, chose to use 3ds Max for ***First Time***, demonstrating ***Self-Motivated Learning Agility***

Lander Prototype (2022) – Unity2D, Particle FX, Physics, Creative UI, Terrain Generation
- Modern Lunar Lander with dynamic camera movement, ***Perlin Terrain***, and Particle FX rockets thrusters!

Kingdom Coinquest (2021) – Card Game, Game Design, Time Management
- A battle card game created with ***Player Feedback***. Demonstrates ***Creativity*** and ***Rapid Prototyping***

Server Surfer (2021) – Mentorship Project, C#, Unity2D, Dependency Injection, Scriptable Objects, Agile, Git
- 2D Runner with 3-stance system, offering dynamic play style. Created ***Designer-Friendly*** enemy flight system.

Snake++ (2020) – C++, file I/O, SFML, UI Art/Design, OOP, git
- ***Designed Mechanic*** for Snake with dynamic obstacles upon collisions, showcasing ***Innovative Game Design***

Employment Experience

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

• Instructed large groups of 3rd - 6th grade students 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***.

• ***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.