

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
- *Engines/Architecture*: Unity, OOP patterns (Go4, ECS), SFML, CMake, Dear-ImGui, Box2D
- *IDEs*: Visual Studio, VS Code, CLion, QT, Obsidian, Notepad++
- *Source Control*: Git, GitHub + Issues/Projects
- *Agile*: Scrum, Kanban, Daily Standups, Trello

Education:

California State University - Fullerton

- B.S. Computer Science (Est. Spring 2025)
- Video Game Development Club

Fullerton College

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

Game Projects:

- i) Snake++ - (2020)
 - *Description*: Recreation of "Snake" with novel gameplay mechanics
 - *Skills*: C++, Git, SFML, UI Art/Design, OOP
 - *Insight*: Developed new mechanics demonstrating creativity in game design
- ii) Neon Cloud (Server Surfer) - (2021-2022)
 - *Description*: 2D runner with unique player positioning gameplay mechanic
 - *Skills*: C#, Unity, Dependency Injection, Agile and Git tracking, Art, Audio
 - *Insight*: Improved comprehension of engine architecture, ECS, and Unity

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 tracking
- iii) Content Integration Assistant, 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