

# 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

## Technical Experience

**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 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

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

- Designed new mechanic for Snake with dynamic obstacles upon collisions, showcasing innovative game design

## Employment 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.