Joshua Shlemmer

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Technical Skills

Languages	Software	Libraries
C/C++ (proficent)	Git/Mercurial/SVN	STL
C# (proficent)	Make/Premake	TinyXML
Python (familiar)	Buildbot	OpenGL
Javascript (familiar)	Unity	Unity Scripting API

Selected Student Projects

AI Programmer
8/2015 - 4/2016

Retrospect - Cooperative first-person shooter where players work together to take down a boss.

<> Constructed a waypoint connector tool for Team Bear King's custom editor, speeding up level creation

<> Designed a modular, data-driven steering behavior system for easy behavior generation in **Unity**

AI / Gameplay Programmer
1/2015 - 4/2015

Genetic Drift - a top-down 2D Fast-Paced couch play twin stick arena shooter where you engineer organisms for battle by choosing their abilities. Features AI opponents to fill missing player slots.

<> Worked on a Goal-Oriented Action Planning (GOAP) implementation in **C++** for emergent AI behavior which led to flexible AI actors that could use new abilities with hardly any new code

<> Fixed engagement problems in matches by Creating a system for making level events inside of our custom Entity-Component-System based engine.

Tech Director / Graphics Programmer
8/2014 - 12/2014

Astral Lune - a 2D platformer in which players utilize a special reflection mechanic to traverse the world.

<> Completed an **OpenGL** graphics engine, and wrote all of the games shaders in **GLSL**

<> Designed core engine in **C++**, utilizing a component-based design to make engine easy to expand

<> Wrote a custom memory manager, allowing for quick creation of contiguous components in memory

<> Setup a prebuild system using **Premake**, making it easier to use version control on the project

UI Programmer
12/2014

TCOBO Ninja for Ludum Dare 28 72-hour Game Jam - a multiplayer twin-stick shooter with ninjas.

<> Implemented menus with data driven menu items for fast menu modification in **Python**

<> Wrote multiplayer controller input logic with player controller assignment in menu

Work Experience

Zero Team Intern
3/2016 - Current

DigiPen Research and Development

<> Used **Python** to Extend our **Buildbot** Continuous Integration System

<> Constructed a tool in **C++** for the Zero Engine using **TinyXML** to parse Doxygen's XML output and extract useful documentation from it to be used for both the Code Index documention and the editor

Lead Activities Coordinator
6/2014 - 8/2014 & 4/2015 - 8/2015

DigiPen ProjectFUN Summer Workshops

<> Managed a team of 4 coordinators to lead all High School afternoon activities

<> Part of core design team for a content-rich Tabletop RPG designed to help encourage engagement in classes and positive interactions between students

Education

DigiPen Instutute of Technology
2013 - 2017 (est.)

Bachelor's of Science in Computer Science