JOSHUA LEE

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OBJECTIVE
Seeking a summer internship position in Video Game Design, Development, or Art.

EDUCATION
University of Southern California, Los Angeles, CA 90089   GPA: 3.671
Viterbi School of Engineering, Computer Science (Game)   Expected 5/2015
Phone: (213) 740-2311
USC Dean's List, GPA 3.50 or higher
Alpha Lambda Delta Honor Society

CURRENT COURSEWORK
Animation Theory and Techniques	CTAN-450A
Digital Effects Animation	CTAN-465
Immersive Game Development	CSCI-492
Operating Systems	CSCI-402
Introduction to Algorithms and Theory of Computing	CSCI-270

USC PROJECT EXPERIENCE
CTIN 484L/489 "The Nautilus"   Fall 2013
- As the artist and co-designer on a two-man team, I was given a semester to create an original game and populate its play space with 3D models.
- Inspired by Jules Verne's novel *20,000 Leagues Under the Sea*, the Nautilus is a first-person puzzle/adventure game set in an underwater library.

CSCI 201 Glass Line Project   Spring 2013
- A four-person team project implementing agent-based design and written in Java.
- Basing design off a software requirements document, created a working glass factory simulation.
- Emphasis on efficient throughput of factory via agents.

CSCI 480 Computer Graphics Ray Tracer   Fall 2013
- Created a ray tracer from scratch Using C++ and OpenGL libraries.
- Can render spheres and triangles using ray-sphere and ray-triangle collision equations.
- Also calculates Phong shading, shadows, color interpolation, and performs depth tests.

ITP 380 Starfox Game Project   Spring 2013
- Four-person team project written in C# using Microsoft XNA libraries.
- Project goals were to flesh out and produce a polished video game.
- Worked on collision detection, designed level layout, and created all visual assets.

CTIN 488 Game Pitch for "Limbo—Afterlife"   Fall 2012
- Fleshed out and created new game mechanics for DLC to the indie game "Limbo".
- Helped rework Limbo's *film noir* style into Afterlife's predominantly white aesthetic, "film blanc".
- Game idea pitched to an audience composed of people from various game companies.

TECHNICAL SKILLS
Programming Languages: Java, C++, C#, ActionScript, MIPS Assembly
Applications: Maya, Gimp, Visual Studio, Eclipse, MS Office, After Effects, Flash
Operating Systems: Windows, Mac, Unix, Linux

REFERENCES
Richard Lemarchand – rlemarchand@cinema.usc.edu (Professor)
Peter Brinson – brinson@usc.edu (Professor)

PORTFOLIO LINK
https://github.com/duckduckMOOSE/Lee_Joshua_Portfolio/wiki