JOSHUA LEE
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OBJECTIVE
Seeking a position in Technical Art for video games.

EDUCATION
University of Southern California, Los Angeles, CA 90089 GPA: 3.596
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

Programming Game Engines	ITP-485
Final Game Project	CSCI-491A
Motion Capture Fundamentals	CTAN-564
Introduction to Artificial Intelligence	CSCI-360
Peoples and Cultures of the Americas	AMST-135

USC PROJECT EXPERIENCE

CSCI 491A "Vanishing Point" Final Games Project Fall 2015
- As a member of both the Art and Design teams, my range of tasks cover 3D modeling, rigging/animation, level design, and miscellaneous other jobs.
- Plan on integrating motion capture into Vanishing Point's animation system. Will capture live performance and tweak motion for use in game cut-scenes.

CSCI 402 Operating Systems Fall 2014
- Added functionality to a simple "pintos" operating system in C.
- Implemented thread-priority logic for multi-threading, syscalls, virtual memory, and miscellaneous other OS functions.

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 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.

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

TECHNICAL SKILLS

Programming Languages:	C++, C, C#, Java, ActionScript, MIPS Assembly
Applications:	Maya, MotionCapture, Visual Studio, Unity, Unreal 4, Gimp, After Effects
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