

JOSHUA LEE
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OBJECTIVE

Seeking a summer internship position in Software Engineering.

EDUCATION

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

GPA: 3.671
Expected 5/2015

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

- Four-person team project implementing agent-based design.
- Based 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, Visual Studio, Eclipse, MS Office, Adobe After Effects, Flash
Operating Systems:	Unix, Linux, Windows, Mac

MISCELLANEOUS

Languages: English (Fluent), French (Basic), Chinese (Basic), Japanese (Basic)
Activities: Trojan Marching Band, USC Kendo

PORTFOLIO LINK

https://github.com/duckduckMOOSE/Lee_Joshua_Programming_Portfolio/wiki