






# JOSEPH LEHMAN

Aspiring Game Developer

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## SUMMARY

Aspiring Game Developer with hands-on experience building gameplay systems and game projects. Strong analytical thinking, problem-solving, and teamwork skills with a passion for creating engaging player experiences and continuously improving technical abilities.

## SKILLS

**Languages:** C++, C#, Java, Python, Kotlin, JavaScript, Typescript, Bash, SQL  
**Technologies:** Godot, Jira, Github, VS Code, PyCharm, Docker, Azure DevOps, ASP.NET

## EXPERIENCE

- 06/2024–08/2025 **Software Developer** Canadian Aviation Electronics (CAE) - Internship
- Updating and maintaining DevOps systems and tests using **Azure DevOps**. Wrote and modified tests for builds to maintain good practices and valid configurations across many GitHub repositories.
  - Learned to work in a team of developers using Agile and **Jira**. Worked in two-week sprints.
  - Developed a web application to display airplane lab and simulator data, handling both front-end and back-end tasks to parse, process, and visualize data on the user interface using **C#** and **Angular**.
- 06/2022–08/2024 **Lifeguard** Piscine Municipale de Terrasse-Vaudreuil
- Maintained constant surveillance of pool area to ensure patron safety and prevent incidents.
  - Responded quickly and effectively to emergencies and unexpected situations.
  - First Aid & CPR Certified.
- 08/2021–02/2022 **Crew Member** McDonald's
- Experience handling high-pressure situations with numerous clients and organizing drive-thru orders while managing many requests.
  - Assembling orders efficiently within a short time frame.
- 2019 – 2020 **Tutoring** MacDonald High School
- Helping students understand various topics in math and French.
  - Providing exercises to expand their understanding of a range of subjects.

## PROJECTS

- Personal **Red Jack** <https://github.com/joeyl83/RedJack.git>  
Hybrid Poker Strategy Game — Personal Project (**Godot 4.3**, **C++**, GDEXTENSION) Designed and developed a hybrid Texas Hold'em x Blackjack-style card game using Godot 4.3 with a C++ GDEXTENSION architecture. Implemented a data-driven card system including deck generation, community board logic, and a phase-based game manager controlling betting rounds and gameplay flow.
- School **Save the Chicken** <https://github.com/joeyl83/save-the-chicken.git>  
**JavaScript** dungeon game in which players fight monsters and escort a chicken to the exit. Developed in a team of two for a game programming course, focusing on level design and game mechanics implementation.
- School **Lockmate** <https://github.com/joeyl83/lockmate.git>  
Car security system using Raspberry Pi devices, remotely controlled via a **C# MAUI** app. Implemented **Azure IoT** for data transfer between subsystems and the app, enabling real-time monitoring and control.

## EDUCATION

- 2025 - Present **Bachelor of Science in Computer Science** University  
Concordia University
- 2022 - 2025 **Diploma of College Studies in Computer Science** College  
John Abbott College

## AWARDS

- 2024 **CAE Tech Scholarship Winner** CAE  
One of two students in the John Abbott computer science program selected for a summer 2024 internship as part of the Canadian Aviation Electronics technology program.