

JOSEPH LEHMAN

Aspiring Game Developer

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 English, French

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 × 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.