

# Joshua Landman

## Game & Tools Programmer

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### Skills

**Languages:** C++, C#

**API:** XNA 4.0

**Tools:** Unity 4.x/5.x, Visual Studio (2008 - 2015), MonoDevelop, Unreal Engine 4, SCRUM

**Source/Version Control:** Subversion, Git, Perforce

### Employment

#### Sony PlayStation

*Frontend / UI Engineer Intern* (C#/C++, June 2016 – Aug 2016)

- Identified and remedied issues based on PlayStation 4 ORBIS retail crash reports
  - Improved pointer access functions, fool proofing data access
  - Worked across save data, multiple game modes, and other front end systems
- Supported other teams by extending UI and data to accompany extending features
- Edited proprietary tool to allow designers and content creators control for new features
  - Worked from frontend of tool, to base feature implementation in engine
- Refactored a large system to be data driven in a 20 year old system with other engineers
  - Implemented runtime support for data exported from a SQL tool
  - Ensured work was backwards compatible and portable with other mature systems
  - Expanded debug tools to switch between data formats without needing to recompile
  - More robust system with 90% less code
- Implemented new features into a time constrained area while optimizing code

#### Disney Interactive

*Game Software Engineer Intern* (C#, June 2015 – Aug 2015)

- Worked with UI, Product, Art, and Design team through 3 release cycles
- Bug fixes in localization, chat, guild, and combat systems
- Implemented tools for content creators to create more dynamic stories
- Participated in annual Hackathon, created 3 new game modes with Art & QA teams
- Contributed to removal and implementation of new Newspaper System
  - Created live feature toggles to enable/disable sections on live
  - Modified NGUI libraries to create URL linking and inline image generating

#### Interactive Games and Media at Rochester Institute of Technology

*IGM Student Lab Assistant/Trainer/Teaching Assistant* (Feb 2014 – Dec 2016)

- Troubleshoot hardware issues, tutor (Unity3D/2D, C#, C++, Java/Processing),
- Trained assistants

*IGM Ambassador* (Aug 2013 – Dec 2016)

- Gave tours, Question and Answer with families, students & GDC; department presentations; designed web pages and virtual web tour

#### iD Tech Camps

*Instructor* (June 2014 – Aug 2014)

Fusion 2.5 Development kit, Photoshop, Minecraft

### Education

#### Rochester Institute of Technology

B.S. Game Design and Development (Dec 2016)

- Dean's List (Fall: 2012, 2014, 2015 | Spring: 2016)

### Shipped Titles

#### Star Wars: Commander

*Disney Interactive*

Mobile Mid Core RTS game  
Android, iOS, and Windows

### Projects

#### Project Orion:

*Independent Project*

Unity 3D 5.x & C++

(Sept 2015 – May 2016)

- A 3D puzzle platforming game for the PlayStation 4 utilizing a custom engine and tools
- Tackled custom engine memory control, architecture, and file structures
- Rapidly prototyped 4 Unity levels for design
- Contributed to a C# level editor and coauthored Unity level editor
- Contributed to architecture and implementation of content pipeline from creators to engine

#### Outpost 26:

*Independent Project (Team of 5)*

Unreal 4.7: Blueprint System

(Feb 2015 – May 2015)

- A 3D networked arena game, developed to explore the new Engine and physics simulations
- Lead programmer, wrote gun switching, all UI code, full collision system, all movement

#### Shift: (Team of 4)

*Global Game Jam 2014*

Unity 2D 4.x

(Jan 24 – Jan 26, 2014)

- A side scrolling game in which the player could alter the environment he was around
- Programmed menu interface, geometrically translating platforms, the ability to alter platforms