

Joshua Landman

Game & Tools Programmer

JoshuaScottLandman@gmail.com | (636) 734-0885 | JoshuaLandman.me | github.com/joshualandman

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
- Support other teams by extending UI and data to accompany extending features
- Edited proprietary tool to allow designer 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 game designers 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

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