Joshua Landman   Cell: (636) 734-0885
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Portfolio: joshualandman.me

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

Shipped Titles

Star Wars: Commander (Disney Interactive)
- Mobile Mid Core RTS game for Android, iOS, and Windows.

Employment

SIEA PlayStation – Frontend/UI Engineer Intern (C#/C++, 6/6/2016 – 8/26/2016)
- 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
- Worked with other engineers to refactor a large system to be data driven in a 20 year old system
  - 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#, 6/1/2015 – 8/14/2015)
- 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 the annual Hackathon and created 3 new game modes with Art and 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 (2/4/2014 – 12/19/2016)
  - Troubleshot hardware issues, tutor (Unity3D/2D, C#, C++, Java/Processing), trained assistants for job
- IGM Ambassador (8/21/2013 – 12/19/2016)
  - Gave tours, Question and Answer with families, students & GDC; department presentations; designed web pages and virtual web tour

iD Tech Camps – Instructor (6/7/2014 – 8/1/2014) Fusion 2.5 Development kit, Photoshop, Minecraft

Projects

Project Orion (Unity 3D 5.x & C++, independent project, September 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 (Unreal Engine 4.7 – Blueprint System, independent project, 5 people, February 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 (Unity 2D 4.x, 4 people, January 24 – January 26 2014) (Made during Global Game Jam 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

Education

Rochester Institute of Technology

- B.S. Game Design and Development

Class of December 2016

- Dean's List (fall 2012, 2014, 2015, spring 2016)

Activities

- Sigma Chi Fraternity: brother (November 2012 - current), elected Sergeant at Arms (January 2015 – December 2015), Beach Day Chairman (November 2014 - August 2015)
- Eagle Scout