Joshua Lyle | Software Engineer
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Technology Summary

- Programming/Languages: C# | C++ | Java | Python
- Programming Suites: Visual Studio | VSCode | Eclipse | Android Studio
- Game Engines: Unity | Unreal Engine | Godot
- Version Control: git | github | bitbucket
- Database Management: SQL Server | Firebase
- Systems: Linux | Windows 10

Experience

- Independent Game programmer December 2021 - Present
  - Unreal Engine
    - Space Ships
      - Multiplayer replication
      - Physics and physics replication
      - Gameplay
      - Itch io - https://joshuasml.itch.io/space-ships

- Software Engineer 1 at FIS Merchant Services in St Petersburg, FL - June 2019 to November 2021

  - Scrum
  - Agile
  - TFS
  - Jira
  - Test Driven Development
  - Java
  - C#
  - .Net
  - SQL
  - Python
  - Angular
  - Unit Test

Teaching Assistant at UWF HMCSE - 2019

Programming Lab Tutor at UWF HMSCE - 2018 to 2019

  - Languages Tutored: C | C++ | C# | Java | JavaScript | Python
  - Skills Tutored: SQL | git

Computer Programmer Intern - Summer 2016 to Summer 2018

  - Taught and created lessons for technology camps for middle school and high school students. Topics included:
    - Game Design and Programming in Unity
    - Microcontroller programing with Arduino
    - Robotics with Arduino and Raspberry Pi
    - 3D Printing and Modeling with Blender and Windows 3D Builder

Achievements

- 1st place UWF Fall 2016 Overnight Game Development - 2D Unity Stealth Game
- 2nd place UWF Fall 2018 ICPC
- 3rd place UWF Spring 2019 CodeFest - Unity AR Whiteboard
- UWF Spring 2019 Computer Science Student Leader
- Eagle Scout

Education

- Spring 2019 - University of West Florida - BS, Computer Information Systems