

# **Joshua Lollis**

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Fullerton, CA

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## Education

### **B.S. Computer Science (GPA: 3.6)**

*California State University - Fullerton, Dec 2025  
Video Game Development Club*

## Technical Skills

**Languages:** C#, Python, C++, JS, HTML, CSS

**Frameworks/Tools:** Unity, Qt/QML, .NET, Git, CMAKE

**Platforms:** Windows, Linux, Android

## Projects

### **Antillery (Senior Capstone Game Project) – Unity, C#**

*2D turn-based artillery game focused on offline local play.*

- Designed a modular, state-driven architecture to manage game flow (menus, gameplay, turns) and unit behavior.
- Implemented local matches with round-robin turns, team-based units, movement, and projectile weapons.
- Prototyped destructible terrain algorithms in .NET, then integrated a Unity terrain package into the final build.

### **Card Collection (Interactive Desktop Application) – Python (PySide6), Qt/QML, JavaScript**

*Desktop app for exploring and collecting Pokémon TCG cards via API.*

- Implemented Search, Discover, and Collection modes with filters, random draws, and a compare view.
- Built a modular Qt/QML UI with reusable components backed by a Python backend using signals and slots.
- Implemented asynchronous API calls to keep large searches responsive; serialized collections as JSON.

### **Snake (Game) – C++, SFML, CMAKE**

*Complete game application with menu system, gameplay states, pause functionality, and high score tracking.*

- Implemented Snake game in C++ using SFML, applying State and Command design patterns.
- Architected component-based system with Snake Controller and Rule Monitor.
- Implemented cross-session data persistence with Cereal serialization library.

## Employment

### **Portrait Photographer - Cantrell Photography**

*Orange County | Feb 2025 - Aug 2025*

- Captured high-volume student/staff portraits on tight schedules while maintaining consistent quality.
- Set up, calibrated, and maintained equipment across multiple school sites.
- Coordinated with staff and team members to keep workflow efficient and on time.

### **Freelance Graphic Artist**

*Remote | Jan 2024 - Jan 2025*

- Produced and revised client graphics in Photoshop/Illustrator based on requirements and feedback.
- Adapted existing assets for new formats and use cases while maintaining brand consistency.
- Optimized and exported web-ready assets with attention to resolution and quality.

### **STEM Robotics Educator - Brain Builders STEM Ed**

*Tustin/Santa Ana, CA | Aug 2022 - Jan 2023*

- Taught engineering and robotics concepts to grades 3–6 in after-school programs.
- Developed and delivered hands-on lessons that emphasized creativity, teamwork, and problem-solving.
- Managed classrooms (often 20–30 students) and communicated progress with staff/parents as needed.

### **Content Integration Assistant - Thales**

*Irvine, CA | Oct 2021 - Oct 2022*

- Performed QA/QC validation of audio/video content against contract specifications and metadata requirements.
- Logged defects and maintained issue reports with clear reproduction details and status tracking.
- Partnered with technical teams to verify fixes and ensure deliverables met quality standards.