JOSHUA T. FISHER

C++	C	Python	CMake	Buildbot

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Objectives

Taking a project from source to installer is a fascinating process to me, and one I strive to improve in the projects I work on. In addition, I'm interested in learning more about better memory management patterns for C and C++ programmers. I've worked with the scripting language Zilch, developed by the Research and Development arm of DigiPen, and have worked with both binding it with C++ as well as having done minor work on expanding its standard library.

Experience

DigiPen Research and Development (Zero Engine) Internship – CI Maintenance
- ▪ 4/2015 – Current
- Extending the functionality of our Buildbot CI system.
- Adding image difference testing to Zero Engine's CI routine.
- Added basic replay functionality to Zero Engine for CI testing.
- Adding program fork capability to the standard Zilch library.

Team Salt (7 Team Members) – Technical Director
- ▪ 4/2015 – Current
- Extending the functionality of the core engine developed with The Adjective Noun.
- Writing and maintaining a new input (keyboard, mouse, gamepad) backend.

The Adjective Noun (4 Team Members) – Build Master/Engine Architect
- ▪ 8/2014 – 4/2015
- Maintaining and extending our CMake build system.
- Creating and maintaining the "core" systems that allow our other programmers to develop derivative systems.
- Binding our engine to Zilch, a scripting language we use for some game play code.
- Creating gameplay components when needed.

Arby's - Cashier
- ▪ 11/18/2008 – 08/18/2013

Education

Digipen
Expected Completion: 04/2017 ▪ Bachelor of Science in Computer Science
- ▪ Wrote a component based architecture for my second year game engine.
- ▪ Built a basic Fixed Block Size Memory Pool allocator for my Second semester game Soular Eclipse.

Activities

DigiPen Student Senate Member
- ▪ 10/2013 – Current

DigiPen Guest Lecture Committee Member
- ▪ 1/2014 – Current