

Joshua Lollis

Graduating with B.S. in CS Spring 2025

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Summary

Self-motivated student with 10 years of experience in C++ seeking Gameplay Design internship to sharpen skills, meet new people, and kick off career! Has diverse skill-set spanning design and engineering, with formal education in **Game Design, Game Theory**, Physics, Computer Graphics, C++, C#, A.I., Python, Illustrator, Photoshop, and Creative Writing. **Mentored by Unity professional** specializing in Agile, Custom Tools, and Designer-Friendly Architecture. **Collaborated in Video Game Dev Club**. Passionate about gameplay, with a growing portfolio of Design, Engineering, Art, and Music projects.

Education

California State University - Fullerton -- Spring 2025

- B.S. Computer Science
- **Video Game Development Club**

Fullerton College -- Spring 2020

- A.S. Computer Science with Honors
- A.A. Interdisciplinary Math/Sci with Honors
- Dean's List + Phi Theta Kappa Honors

Technical Experience

Language: C++ (most XP), C#, Markdown, HTML, Python

Engine/Architecture: Unity, OOP Patterns, SFML, CMake, Dear-ImGui, Box2D, OpenGL, Win32

IDE/Env: Visual Studio, VS Code, CLion, QT, Windows, Linux

Proj. Mgmt: Agile(Scrum, Kanban, Standups), git, GitHub, Trello

Other: Photoshop, Illustrator, Premiere, 3ds Max, Blender

Projects & Prototypes (Click Project Name For Portfolio Page)

Project Gal (2023-Current) – C#, Unity3D, Raytracing, FPS Controls, IK Rig Animation, Particle FX

- Old West rail-shooter in Unity. Once an isometric bullet-hell, revised design for **Sprint-Friendly** approach.

Office Render (2023) – 3DS Max, Corona, AutoCAD, Modeling, Lighting, Composition, Environment Design

- Final Project, chose to use 3ds Max for **First Time**, demonstrating **Self-Motivated Learning Agility**

Lander Prototype (2022) – Unity2D, Particle FX, Physics, Creative UI, Terrain Generation

- Modern Lunar Lander with dynamic camera movement, **Perlin Terrain**, and Particle FX rockets thrusters!

Kingdom Coinquest (2021) – Card Game, Game Design, Time Management

- A battle card game created with **Player Feedback**. Demonstrates **Creativity** and **Rapid Prototyping**

Server Surfer (2021) – Mentorship Project, C#, Unity2D, Dependency Injection, Scriptable Objects, Agile, Git

- 2D Runner with 3-stance system, offering dynamic play style. Created **Designer-Friendly** enemy flight system.

Snake++ (2020) – C++, file I/O, SFML, UI Art/Design, OOP, git

- **Designed Mechanic** for Snake with dynamic obstacles upon collisions, showcasing **Innovative Game Design**

Employment Experience

Engineering Instructor – Brain Builders Stem Education (2022-2023)

- Instructed large groups of 3rd - 6th grade students in engineering concepts, **emphasizing creativity and teamwork**.

Mentorship under professional game developer (Summer 2021)

- Gained a strong grasp of **Unity, Game Architecture, Scrum, Dependency Injection**.

• **Content Integration** – Thales (2021-2022)

- Conducted detailed QA analysis on a/v meta-data using tools like Audacity, proficient in issue tracking using Excel and Word.

Logistics/Will-Call Coordinator – Honeywell/Resideo/ADI Global Distribution (2013-2019)

- Performed shipping and will-call operations, providing customer support, and ensuring accurate shipments to customers globally.

Photo Lab Tech / Mobile Specialist – Walmart (2007-2013)

- Managed the processing of sensitive photographic, digital, and financial data while adhering to federal laws and company policies.