# JOSHUA T. FISHER
## Software Engineer

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## Objectives

Experienced in Game Engine Development, interested in working on platform and language level technologies.

## Skills

Languages: C++, C, Python (Familiar)
Technologies: *CMake*, Premake, Buildbot, GitHub, Visual Studio Team Services
Methodologies: Agile

## Current Project

**Yours Truly Engine**                                              5/20/2016 - Current
- Investigating faster compile-time delegates for Event System.
- Developing a basic 3D Vulkan renderer.

## Professional Experience

**Software Engineering Intern**                                    5/9/2016 – 7/29/2016
 **Microsoft - MSIT**
- Reduced code footprint of legacy C++ codebase by 50%
- Adhered to Agile Workstyle.

**Software Engineering Intern**                                    4/27/2015 – 12/31/2016
 **DigiPen R&D (Zero Engine)**
- Extending the functionality of our Buildbot CI system via Python.
- Implemented image difference testing to Zero Engine's CI routine.
- Implemented basic replay functionality to Zero Engine for CI testing.
- Added program fork capability to the standard Zilch library.

**Cashier**                                                        11/18/2008 – 8/18/2013
 **Arby's**

## Academic Experience

**Technical Director**                                             4/20/2015 – 4/15/2016
 **Synethesia (7 Team Members)**
- Moved from FMOD Ex to WWise to allow more dynamic sounds.
- Switched from SDL to Windows API for better input flexibility.
- Integrated Bullet Physics for more accurate simulations.
- Integrated Qt for faster editor iteration.

**Technical Director**                                             4/21/2014 – 4/17/2015
 **Ripple (4 Team Members)**
- Created Entity/Component System for easier reuse of gameplay code.
- Integrated Zilch Scripting language for faster iteration time.
- Designed and maintained CMake build system for easier deployment.

## Education

**Bachelor of Science in Computer Science**           Expected Completion: 12/2017
 **DigiPen Institute of Technology**