

# Joseph Kenesaw Landis

www.joelandis.com

## EDUCATION

**Purdue University, West Lafayette, IN**

**Bachelor of Science, Computer Science**

**Specializations:** Computer Graphics and Visualization, Software Engineering

**Certificates:** Entrepreneurship and Innovation

**Notable Courses:**

- Software Engineering
- Software Testing
- Fundamentals of Computer Graphics
- Introduction to Artificial Intelligence

**May 2017**

**GPA: 3.40**

## WORK EXPERIENCE

**Associate Software Engineer – Charles Schwab, Austin, TX**

**September 2017 – Present**

**Software Developer – Purdue University, West Lafayette, IN**

**May – August 2016**

- Trail-blazed development on Purdue's Risque Web Application as a full-stack developer.
- Overhauled entire 100+ page .NET web app from Bootstrap 2 to Bootstrap 3.
- Molded front-end layout in response to user feedback post-deployment.

**Intern – Apparatus Infrastructure Services, Indianapolis, IN**

**May – July 2015**

- Engineered graphing system to track customer hardware health and visualize data.
- Upgraded C# middle-ware functionality to pass data from SQL back-end to Javascript front-end.
- Renovated internal Zulu Squad web pages to display team information in a more aesthetically pleasing manner.

**Intern – Duffek Mobile, Lafayette, IN**

**June – August 2014**

- Designed mobile car game in accordance to "finding the fun" principles in conjunction with company owner.
- Programmed the entirety of a car racing game in Unity and C# to match owner's game design philosophy.
- Collaborated with a 3D artist to integrate all created assets into the game smoothly and successfully.

## PROJECTS

**Purdue University Senior Design – Group**

**August 2016 – December 2016**

- Drove front-end development in team of six creating task handler, chat, and scheduling web application.
- Constructed Node.js middle-ware to connect MongoDB back-end to Angular.js front-end.
- Interfaced with database developers and other Node.js developers to ensure conformity to MVC design patterns.
- Final version images viewable at [www.joelandis.com/projects](http://www.joelandis.com/projects).

**Unity Indie Project – Project Ascended**

**July 2014 – May 2016**

- Spear-headed design and programming of a 2D simulation game in Unity utilizing procedural generation.
- Oversaw team of 2 artists and 3 programmers to effectively produce a basic tech demo.
- Networked with investors and game-industry veterans to guide development and attain funding.

## RELEVANT SKILLS

**Unity Engine**

**Java**

**C#**

**C/C++**

**SQL**

**ASP.NET**

**Node.js**

**Javascript**

**Angular.js**

**React.js**

**MongoDB**

**Python**

## ACCOMPLISHMENTS

**Global Scholars Program**

**August 2011 – May 2013**

- Conducted 2 years of research in conjunction with Game Developer and mentor Greg Phillips regarding the video game industry and wrote a 45 page research paper.
- Gave a 1 hour lecture on "The Video Game Industry as Art and its Impact on Society and our Culture" and fielded 30 minutes of questions.