

Joshua S. Estes

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Qualifications

- ▶ Extensive experience driving synergistic teams toward awe-inspiring products and user experiences
- ▶ Highly creative, skilled in both the Arts and Technology, with a breadth of knowledge and great technical capacity
- ▶ Passionate about the end product as well as the process, taking ownership, and working to exceed expectations
- ▶ Seasoned developer experienced in C#, C++, HTML, Python, Lua, CSS, JavaScript and jQuery
- ▶ Self-starter and natural leader, skilled in critical thinking and developing creative solutions to difficult problems

Experience

Composer, Producer, and Sound Designer

Self-Employed, Reno, NV

(2005-present)

Produced, mixed, mastered, co-wrote, and performed on albums for various artists. Currently exploring modular synthesis and a marriage of modern, jazz harmony with ambient soundscapes and sound design. Fascinations include psychoacoustics, audio electronics, various forms of synthesis, 3D audio, and implications of the harmonic series.

Software Engineer III

Sierra Nevada Corporation (SNC), Reno, NV

(2018-present)

Technologies: C++/C, Python

Software Engineering design and development under the government program and product, Gorgon Stare. Due to the classified nature of this work, I am not at liberty to share in great detail.

Software Engineer III

INTERNATIONAL GAME TECHNOLOGY (IGT), Reno, NV

(2009 – 2017)

Technologies: Unity3D and Visual Studio .Net (C++/ C#); extensive Lua scripting

Designed, developed, and tested games for video slot machines

Areas of focus included state-driven persistent systems, game design, design and development of a custom audio implementation providing user selectable music tracks and synchronized game sound packages, particle systems, real-time rendering, HLSL shaders for various texturing and lighting techniques, special effects and more

- Shipped over a dozen titles, fulfilling the role of lead engineer for the past 3 years
- Developed a simple audio engine, 3D vector math library, and numerous other creative technologies and solutions
- Created new ways for players to interact with traditional pick bonuses, adding an innovative element of play
- Consistently worked to improve and document on best practices, processes, and internal tools
- Provided ongoing support and training/mentoring to other engineers, artists, and technical artists

Experience (continued)

Director of Creative Arts/Music Team Leader

THE ROCK CHURCH, Reno, NV

(2005 – 2009)

Built, led, and developed teams producing weekly and seasonal live stage productions in a cutting edge, 750 seat, indoor stadium theater. Leveraged technical and artistic skills to improve efficiency, maximize productivity, and deliver high quality productions

- Over 200 live musical performances and productions
- Managed 30+ individuals across various disciplines, from media (print and digital graphics, video production, and web development) to drama, music, and production (lighting, live sound, and audio recording)
- Experienced in live production technologies including live sound, mixing and monitoring, light programming, stage management and maintenance

Games Programmer/Webmaster

3G STUDIOS, INC, Reno, NV (2004 – 2005)

Technologies: C and C++ with Visual Studio Net, ASPnet, and OpenGL Developed games for Xbox and PS2 game systems Areas of interest included interactive and autonomous systems, physics, and particle effects

- Further developed an existing goal-based AI system • Refined and debugged a pathing system using A*
- Enhanced and expanded a proprietary OpenGL-based 3D level design application and other artist tools
- Worked on a contract basis through 2007, continuing to create innovative ideas and game dynamics, from expanded camera classes to artificial intelligence, for future game prototypes

Co-Owner/Creative Director

LOOPSHOT, INC, Reno, NV (2000 – 2002)

Technologies: HTML, CSS, JavaScript, XML, PHP, Adobe Creative Suite, Macromedia/Adobe Flash and Dreamweaver

- Developed and maintained full-featured, dynamic and interactive web sites for clients
- Performed network administration and sales and marketing functions

Webmaster/Systems Operator

POWERNET, INC, Reno, NV (1997 – 2000)

Developed and maintained the company's original website prior to the InterComm transition

- Complete administration of multiple web servers, mail and news servers, cache servers, modems, routers, switches, and the intranet computer/phone networks
- Trained and managed the technical support team

Education

UNIVERSITY OF NEVADA, RENO

- ▶ Bachelor's of Science in Computer Science / Minor in Mathematics
- ▶ Master's of Music in Composition