

## **Joshua S. Estes**

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### ***Qualifications***

- ▶ Extensive experience collaborating across synergistic teams delivering 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***

#### **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.

#### **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**

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, ASP.net, 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