

Joshua Pollak

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OBJECTIVE Produce the best user experience for the least development effort. Live and work in San Francisco.

- SKILLS**
- Expertise in Python, C#, and C++. Experience in Java and Perl. Rapid language and framework acquisition.
 - Experience in most aspects of the game development pipeline.
 - Extensive experience in large-scale team-built multi-tier systems.
 - Artistic design and presentation, including extensive experience in the fine arts.

EXPERIENCE 2005-Present Electronic Arts (Maxis) Redwood City, CA
The Sims 3, EP1-EP5, The Sims 3 Console, Olympus

- Developed and maintained The Sims' nonlinear animation sequencing tool, pipeline, and runtime. Artists and engineers consistently cite this system as one of the best parts of their workflow. Management considers it responsible for a dramatic decrease in the number of animation-related bugs per feature.
- Developed major gameplay systems and features while earning a reputation for accurate estimation and quality execution on even the most difficult, risky, and critical of features.
- As gameplay lead for The Sims 3 Console, led the effort to adapt the simulator to the requirements of streaming and the console environment, reducing its time and memory requirements by more than 80%.

1997-1998 Ultrarprise Corporation Shepherdstown, WV

- Designed and developed components of Ultrarprise's Java-based distributed object framework, including the Sanscript scripting and document generation language.

INTERNSHIPS 2001 Microsoft Corporation (Core OS) Seattle, WA

- Researched and evaluated potential tools for the componentization of Windows XP Setup.
- Developed an analogue to the Mantis Configuration Editor with graphical display of dependencies and automatic dependency resolution, as well as file (SKU) coverage information, using Visual Studio .NET.

2000 Trilogy Development Group Austin, TX

- Designed and developed an implementation of the SOAP XML RPC standard in Java for Trilogy's MCC enterprise application platform. Exceeded performance goals by 30%.

1999 Johns Hopkins Hospital (CIS) Baltimore, MD

- Designed and developed clinical protocol software and fault-tolerant client-server components including RDBMS-driven transaction processing and report generation in Java, some of which are still used today.

EDUCATION 1998-2005 University of Pennsylvania Philadelphia, PA
2003 New York University New York, NY
2004 New School University New York, NY

- Major: Computer Science and Engineering
- Minor: Fine Arts. Additional studies in Psychology and Anthropology

COURSEWORK

- **Operating Systems:** Operating system implemented in C. This project included a BSD-style scheduler, process and thread control, an inode-based filesystem, a virtual/distributed filesystem, network sockets, a shell, and user programs.
- **Software Engineering:** Design, documentation, and implementation of a client/server ticket ordering system in Java. Included graphical venue creation, searching, and browsing. Personally implemented an object database server as well as significant front-end work.