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Objective

Searching for a position as a game programmer in the San Francisco Bay Area.

Education

Baccalaureate Degree in Real Time Interactive Simulation (Computer Science), with a minor in mathematics, from DigiPen Institute of Technology, Redmond WA, Graduate April 2007

Technical Experience

- Computer languages – C/C++ (4 years), Java, Python, Assembly for GameBoy Color
- Computer graphics (2 years)
- Calculus, Linear algebra, Quaternions, Physics
- User interface programming
- Tools design and development
- Windows 98/2000/XP, Visual Studio, Microsoft Office, Microsoft Project, 3DS Max, Metrowerks Code Warrior

Group Game Projects

Current – Programmer / Technical director, on five person team, for Gravitation.

Responsibilities include graphics programming using HLSL, network programming using WinSock and integration with DirectX's DXUT framework.

2005-2006 – Programmer / Producer, on a four person team, for Pingo. Pingo is a 3D game where you try to herd more Pingos (wandering spheres) to your goal than other players. It runs under Windows using DirectX 9. It takes place on a spherical, height-mapped world. I was responsible for the 3D physics and camera movement.

2004-2005 – Programmer / Technical director, on a four person team, for TCubed. TCubed is a side scrolling, platform adventure for Windows using DirectX. You find yourself in a corrupted computer system where your only weapon is a disc that can be thrown. You must find keys and defeat bosses to escape. I was responsible for the level editor, player/disc/particle physics, and designing data structures for level data.

2003-2004 – Programmer / Designer, on a four person team, for Scat Attack. Scat Attack is a tile based puzzle game, where you must build a pipeline to reconnect a broken sewer line before the flow spills out. I was responsible for fluid flow programming and win/loss detection.

Related Work Experience

Fall 2006 – Teaching Assistant, DigiPen Institute of Technology. As a teaching assistant for Advanced Animation and Modeling, my responsibilities included; assisting students with questions, project grading, and giving a presentation on programming and loading 3D hierarchal models.