

Skills		EXPERIENCE
<b>Languages:</b> <ul style="list-style-type: none"> <li>• C/C++/C#</li> <li>• GLSL</li> <li>• x86 Assembly</li> <li>• Visual Basic</li> <li>• UML</li> </ul> <b>API's:</b> <ul style="list-style-type: none"> <li>• Maya C++</li> <li>• Direct3D9</li> <li>• OpenGL</li> <li>• FMod</li> <li>• Wwise Sound</li> <li>• Winsock:</li> <li>• TCP/IP &amp; UDP</li> </ul> <b>Libraries:</b> <ul style="list-style-type: none"> <li>• OSLib</li> <li>• PSPGL</li> <li>• IrrXML</li> </ul> <b>Scripts:</b> <ul style="list-style-type: none"> <li>• XML</li> <li>• HTML</li> <li>• Makefiles</li> <li>• GML</li> <li>• Age of Empires 2 personality files</li> </ul> <b>Software:</b> <ul style="list-style-type: none"> <li>• Alienbrain</li> <li>• Photoshop</li> <li>• Tortoise SVN</li> <li>• MS PowerPoint</li> <li>• MS Word</li> <li>• MS Excel</li> <li>• MS Project</li> <li>• Goldwave</li> <li>• Audacity</li> <li>• Visual Paradigm</li> <li>• StarUML</li> <li>• Visual Studio 2005</li> <li>• Eclipse</li> <li>• Game Maker 7</li> <li>• RPG Maker 2000</li> <li>• Maya</li> </ul> <b>Compilers:</b> <ul style="list-style-type: none"> <li>• GCC 4.3.3</li> <li>• Microsoft Visual Studio Compiler 2005</li> </ul> <b>Academic:</b> <ul style="list-style-type: none"> <li>• 3D Math</li> <li>• 3D Collision</li> <li>• Geometry</li> <li>• Calculus</li> </ul> <b>Windows:</b> <ul style="list-style-type: none"> <li>• Win32</li> <li>• MFC</li> </ul> <b>Engineering:</b> <ul style="list-style-type: none"> <li>• Data Structures</li> <li>• Design Patterns</li> <li>• Debugging</li> </ul> <b>Social:</b> <ul style="list-style-type: none"> <li>• Team Management</li> </ul>	<p><b>Alpha Strike [PC]</b>  <i>Black Hole Studios: Project Lead</i></p> <ul style="list-style-type: none"> <li>• Primary responsibilities include conducting of team dynamic exercises while scheduling milestones with Microsoft Project.</li> <li>• Implemented object-oriented interface, such as HUD and menus, via XML scripting and C++ parsing.</li> <li>• Created and managed game states with the Stacked State Machine data structure.</li> <li>• Maintained backup SVN builds in case of AlienBrain server failure.</li> <li>• Produced and developed the game design document as well as the technical document along with co-working team mates.</li> <li>• Implemented in-game radar with 3D &amp; 2D Vector/Matrix math.</li> </ul> <p><b>The Stand Before Last [PSP]</b>  <i>Solo project</i></p> <ul style="list-style-type: none"> <li>• Accommodated porting by making new graphics in Photoshop CS2.</li> <li>• Diagramed all architecture in UML for a clear vision of class foundations.</li> <li>• Created two different animation tools in C# which communicate with one C++ animation engine via binary scripting.</li> </ul> <p><b>Dodger [PSP]</b>  <i>Solo project</i></p> <ul style="list-style-type: none"> <li>• Created "Title Screen" graphics with Photoshop CS2.</li> <li>• Compiled with GCC 4.3.3 for PSP Firmware Kernel Version v1.00.</li> <li>• Created a unique style look with simple rectangle graphics provided by the graphics control in OSLib.</li> </ul> <p><b>Monster Mash [PC]</b>  <i>Extra Big Ass Taco Productions: Interface Lead</i></p> <ul style="list-style-type: none"> <li>• Developed A.I. states for individual actors in the game.</li> <li>• Created and designed all the menus for the game using C++ and Photoshop CS2.</li> <li>• Created the game's state machine to handle all game states.</li> </ul> <p><b>The Stand Before Last [PC]</b>  <i>Solo project</i></p> <ul style="list-style-type: none"> <li>• Designed the entire system architecture with UML.</li> <li>• Created specialized/custom C++ data structures for the project.</li> <li>• Developed better notion of game design in technical aspects of programming through application.</li> </ul>	<p>03/09 to 8/09</p> <p>12/08 to 3/09</p> <p>11/08 to 11/08 (2 day project)</p> <p>08/08 to 010/08</p> <p>07/08 to 08/08</p>
		EDUCATION
	<p><b>FullSail University: Winter Park, Florida</b>  <b>Degree:</b> Bachelor of Science in Game Development  <b>GPA:</b> 104/100</p>	<p>10/07 to 09/09</p>