
Work Experience

Junction Point Studios / Disney Interactive Media Group

Austin, TX, March 2011 -Present

Role: Associate Programmer

- Re-designed and implemented prefab system to support nested behavior allowing content creators to construct multi-object templates with scripting that could be standardized and shared across the project.
- Developed AI Behaviors for in-game enemy NPCs
- Enhanced the level editor and various other pipeline tools with new features

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Vicarious Visions / Activision Blizzard

Albany, NY, June 2010 -Feb 2011

Role: Game Programmer Co-op

- C++ system and UI programmer on unannounced AAA game for Xbox 360, Playstation 3 and Nintendo Wii
- Implemented functional UI middleware, input system, game events, other system level functionality
- Supported game designers and artists with additional game features and tools additions across multiple teams

Electronic Arts

Los Angeles, California, Summer 2009

Role: Software Engineer Intern

- Developed hardware shader prototypes for an unannounced mobile title and platform using C++, OpenGL ES 2.0
- Provided bug fixing, load analysis and maintenance for Scrabble for Facebook, iPhone and IGoogle

Nanonation / Raikes School Design Studio

Lincoln, NE, August 2008-May 2009

Role: Graphics Programmer

- Created scriptable rendering engine for a digital media framework using QT/OpenGL/JavaScript
- Delivered a complete multi-platform project from architecture to release

Related Projects

Nuts

December 2009-February 2010

- 3D Platformer prototype using C++, Havok Physics, Ogre3D graphics, and self made component engine
- Features XML level loader, third person camera control, and custom triggers

Fusion

June 2008- September 2008

- 2D space shooter with flexible collision detection
- Game state management developed with finite state automata

Technical Skills

Languages

- Highly Skilled: C/C++, C#, Java
- Skilled: Haskell, JavaScript, PHP, ASP, ColdFusion
- Experience with: Lua, Python, Perl, Cg, X86 Assembly, Objective C

Framework / Library

- Havok Physics, OpenGL 2, OpenGL ES, QT, J2ME, BREW, Ogre3D, XNA

Education

University of Nebraska-Lincoln Major: Computer Science Minor: Business GPA: 3.65

Graduation: May 2010

Jeffrey S. Raikes School of Computer Science and Management