



Games

- BROTHERS IN ARMS:HELL'S HIGHWAY** GEARBOX SOFTWARE Plano,Texas
AI /Gameplay Programmer. Creating brand new systems in Unreal Engine 3 for next gen PC and console game. Defining how AI interacts with cover. Working with new AI pathing and decision making technology.
- BROTHERS IN ARMS:EARNED IN BLOOD** GEARBOX SOFTWARE Plano,Texas
AI /Gameplay Programmer. Added coding enhancements to AI to include a jobs system, new AI driven fire teams and pathing schemes. Worked on new co-operative multiplayer mode.
- BROTHERS IN ARMS:ROAD TO HILL 30** GEARBOX SOFTWARE Plano,Texas
Programmer. My responsibilities included working on an in-house memory tracking tool for the XBOX build of the game. The tool allows level designers and developers to track memory trends in both code and levels. This is imperative given the memory limitations on the XBOX. I was also brought on to help fix bugs in code and worked on various game design elements.
- NICODEMUS** 6 MONTH TEAM PROJECT
Nicomdemus is a 3D action RPG game. I was in charge of character AI, including path finding, patrol routes, and coded team A.I. awareness. I was also a game designer.
- DYBBUK** 6 MONTH TEAM PROJECT
Dybbuk is an action first person shooter game. My responsibilities included programming the character's possessing ability, programming the A.I. faction system, scripting level events, and served as an assistant producer to this game.
- CAZZATA GUERRA** 3 MONTH TEAM PROJECT
This game is a modification for id Software's *Quake 3 Arena*. My responsibilities included programming weapons, programmed gamestate, programmed GUI, game designer and assistant producer.
- SMELDA:THE ADVENTURE OF STINK** 3 MONTH INDIVIDUAL PROJECT
Smellda is a 2D Action RPG game which parodied the original classic *The Legend of Zelda*. I Designed and coded this game in its entirety using Windows APIs.

Education

- THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY** Dallas, Texas
Graduation date: December 2004
Certificate of Digital Game Development Specialization in Software Development
- MISSOURI STATE UNIVERSITY** Springfield, Missouri
December 2001
Bachelor of Science in Computer Science with minors in both Mathematics and Physics.

Relevant Experience

- UNITED STATES BANKRUPTCY COURT** St. Louis, Missouri
PERL Programmer/ Unix System Administrator June 2002-June 2003
- I was an integral part of the Automation department that helped implement a completely new internet-base application using a Unix/Informix backbone.
 - Became lead PERL programmer within months of being hired. Wrote several PERL scripts and modules for use with the online bankruptcy filing system.
 - Designed and programmed several websites using PERL, HTML and JavaScript.
- MONSANTO** Chesterfield, Missouri
Lab Assistant June 1998-August 1998, June 2001, March 2002-May 2002
- Writing SQL routines to clean up an Access database that was recently converted from an older database system.
 - Writing a SQL routine that generates a report from the given data by pulling the appropriate information tied to that data from the database
 - Entering missing data into the Access database

Skills

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|--------------------------------|--------------------------|-------------------------------|-----------------|
| • C/C++ | • Unreal Engine | • Python | • PERL |
| • Java/JavaScript | • PHP | • HTML | • SQL |
| • OpenGL | • HLSL | • Terrain Rendering | • 3D Math |
| • Vertex & Pixel Shaders | • Collision Detection | • Artificial Intelligence | • 3D Studio Max |
| • Adobe Photoshop | • Linux/Unix development | • Microsoft Visual Studio | • Perforce |
| • Microsoft Visual Source Safe | | • Web page design/development | |