

OBJECTIVES:

A position in the Programming field with preference towards games or simulations.

EDUCATION:

(Currently) Bachelors in Game and Simulation Programming

DeVry University – Arlington VA June 2010

Ocean City High School – Ocean City NJ June 2007

TECHNICAL PROJECT EXPERIENCE:

Began work on Open-Source 2D Game Engine in C++ with two peers, Michael Melice and Scott Lowe. Project was started in early January, so far responsibilities include polling keyboard, mouse and joystick for input and sorting them for the engine using SDL. Other SDL experience includes input/drawing for Connect4 game with Thomas Jordan.

Took an Advanced Placement (College Level) Computer Science course in my junior year in high school, taught in Java. As a final project, worked with a group of 4 to program the game of Risk. My responsibilities included managing input from the user and drawing the game board. Also dealt with keeping turns and game structure. Scored a 5 on the AP Test.

RELEVANT COURSEWORK:

CIS 115

CIS 170

GPS 110

GSP 130

GSP220

GSP240

HARDWARE/SOFTWARE EXPERIENCE:

Java

C++

SDL

Netbeans

Visual Studios 2005

OpenGL

Unreal Engine 3

Hammer v 4

UnrealScript

UnrealEd 4

Assembly

Microsoft Office 2007

ADDITIONAL INFORMATION:

Achieved a 5 on the Advanced Placement examinations in the subjects of Computer Science and Chemistry.

Awarded the Dean's Scholarship at DeVry University for my SAT score of 1770.

Placed 3rd in the contest for the Presidential Scholarship.

Worked extensively with 2D game programming in Game Maker.

Has experience in the Unreal Engine 2 and managing a mod team.

Strong background in Java and Object Oriented Programming.

Current GPA: 3.75