

John Stevensen

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Technical Skills

Languages: C/C++ (4 years)

Software Experience: Windows XP, Visual Studio 2005/2008, C++ STL, FMOD Ex, Microsoft Office, Tortoise SVN, 3DStudio Max

Physics Programming: 2D&3D physics engine, SAT collision detection, spatial hashing

Gameplay Programming: Implementation of gameplay system and logic in both C++ and Lua, including player controls and a enemy wave spawning system.

Misc: Familiarity with Lua, and the Unity engine. Some Winsock, TCP/IP and UDP experience

Other: Have experience working on teams of up to six, with artists and programmers, on year long projects taking on roles such as designer and producer in addition to programming.

Previous Project Experience

Game Name A (PC) 2010

Roles: Physics Programmer

Languages: C++

Misc: A 3D flying game where you take control of a griffin. A 6 person junior project, including artists and programmers, that I joined during the second semester to build a new rigid body physics engine using SAT and impulses into their existing game. I also designed and implemented the character control system and camera behavior.

Game Name B (PC) 2008-2009

Roles: Physics and Audio Programmer, Game Design, Team Producer

Languages: C++

Misc: A 2D side-scrolling platformer focused on digging. It was a 4 person sophomore year project, completed in two semesters. I implemented the 2D physics engine as well as the sound engine using FMOD. I also designed the characters and game mechanics.

Work Experience

Quality Assurance 2008, Fictional Software Company

Roles: Summer intern, testing their Advanced Widget Management software suite for bugs and stability as well as ensuring correct documentation.

Education

Video Game School, Graduating in 2012

Bachelor of Science in Real-Time Interactive Simulation

Miscellaneous

Favorite Games: Super Smash Bros. Melee, League of Legends, Diablo 2, World of Warcraft, Super Mario World, Magic: The Gathering, Mech Assault, Team Fortress 2, Paper Mario, Unreal Tournament

Other: Competitive level Super Smash Bros. Melee player