

Keith Armstrong

1234 567th Ave NE

Seattle, WA 98001

Email: email@gameschool.edu

Website: <http://mywebsite.com/>

Phone: (206) 555-1212

Education:

- 2003 – 2007 **BS, Real-Time Interactive Simulation (Computer Science),**
Local Video Game School

Professional Experience:

Jun - Aug 2006 **Software Tester**, Game Development Studio, Kirkland, WA - searched for and reported bugs.

Apr – Jul 2005 **Software Tester**, Famous Game Publisher, Redmond WA – searched for and reported bugs.

Skills:

- **Graphics Programming:** Scan-line conversion (line, circle, polygon); bitmap manipulation; polygon clipping; Phong illumination; Gouraud shading; Parallax Occlusion Mapping; HDR post-processing lighting effects; texturing (intermediate surface and bumpmap); 3D graphics pipeline; HLSL Shader programming
- **Physics/Math Programming:** Collision detection and response; dynamics; Bezier; B-spline; swept and discrete intersection; ray intersection (with box, sphere, ellipsoid, cylinder, and polygon)
- **Programming Languages:** C++ (7 years); C (4 years); C# (<1 year); Intel x86 assembly (<1 year)
- **Development Tools:** Visual Studio.NET 8.0, 7.1, and 6.0; DevTrack; Perforce; SVN; CVS
- **API and Libraries:** Direct3D 8.1/9.0; Windows GDI; OpenGL 1.0; FmodEx; STL

Game Projects:

- 2006 – 2007 **“Fake Game Name A”, Technical Director and Graphics Programmer (team of 5)**
Single player, third person adventure game similar to Tomb Raider
- Designed and Implemented 3D shader based graphics engine using DirectX 9
 - Designed and coded lighting model using Phong illumination for a realistic look
 - Implemented HDR Post-Processing effect including bloom to emulate the human eye
 - Integrated graphical objects with physics system
 - Developed and constructed game architecture (Programmed basic architecture)
- 2005 – 2006 **“Fake Game Name B”, Programmer and Product Manager (team of 4)**
Multiplayer, third person action artillery game
- Coded 3D physics engine utilizing kinematics, friction, and collision response
 - Programmed spherical collision resolution and ray intersection routines
 - Implemented 3D sound engine and created sound effects
- 2004 **“Fake Game Name C, Programmer and Producer (team of 5)**
Side-scrolling classic arcade game clone
- Implemented 2D physics engine using spherical collision detection and response
 - Created a modular keyboard-mapping scheme
 - Designed and arranged the levels
 - Implemented AI framework and basic behavior