GARRET RICKEY

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EDUCATION

2001-Present DigiPen Institute of Technology, B.S. In Real Time Interactive Simulation (Computer Science) with a minor in Mathematics. Will graduate May 2005.

2000-2001 California State University at Hayward, Major: Engineering

TECHNICAL EXPERIENCE (student experience)

- **Computer Languages:** C/C++, C#, Basic/Visual Basic, Pascal
- **Physics/Mathematics Programming:** Splines, quaternions, motion equations, compression algorithms, intersection algorithms, collision systems and realistic simulations.
- **Sound Programming:** Direct Sound, compression algorithms, and realistic synthesis.
- **Networking Programming:** TCP, UDP, Client-server architecture, synchronization and position interpolation.
- **Graphics Programming:** DirectX, OpenGL, Pipeline architecture, Ray Tracing, Pixel and Vertex Shaders, Windows GDI, 2D and 3D Graphics algorithms.
- **Documentation:** Production reports, game design and technical design documents.
- **Tools Programming:** Path editors, level editors and text parsers.
- **Miscellaneous:** Visual Studio .Net 2003, MS Office, Adobe Photoshop, 3DStudio Max

PROFESSIONAL SKILLS

- **Communication:** Strong communication skills. Excellent teamwork skills.
- **Testing:** Experienced in bug tracking and documenting. Through system analysis skills.
- **Versatility:** Experienced and formally trained in public speaking, drama, debate, various athletic activities and improvisational comedy.

COMPLETED GAME PROJECTS

Narbacular Drop *September 2004 to Present, DigiPen Institute of Technology*
Worked with a team of eight; four artists and four programmers. 3D environmental puzzle game with unique "portal" game play mechanic.

Tasks: Game designer, general game play programmer. Built on collision engine, including BSP-Tree level object collision. Created camera class, with smooth movement and position interpolation.

Desert Derby *September 2003 to May 2004, DigiPen Institute of Technology*
Worked with a team of six programmers for this 3D racing game in Direct3D.

Tasks: Technical lead, in charge of project technical structure, worked on networking, input, various game objects and game play mechanics. Gained further Direct3D experience as well as 3DStudio max experience making models. Gained significant project management experience.

Gun Fu: Disco of Crime *September 2002 to May 2003, DigiPen Institute of Technology*
Worked with a team of seven programmers for this side-scrolling action game done in Direct3D for Windows.

Tasks: In charge of design of the projects technical structure and coded the direct input wrapper, combo move system, basic direct 3D structure and 2D billboard objects. Gained Direct3D experience and further learned project management and bug tracking.