

Jeep Barnett

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OBJECTIVE

To write solid code for ground breaking video games and broaden my technical skills.

EDUCATION

Bachelor of Science in Real-Time Interactive Simulation – 154 credit Computer Science Program
DigiPen Institute of Technology – Redmond, WA – Graduation expected in April 2005

TECHNICAL EXPERIENCE & SKILLS

Programming Languages:	C/C++ (6 years) Assembly (Game Boy Color & Motorola 68x)	Javascript (3 years) BASIC / TI-[82...86]	C# (1year) Pascal
Game Programming (4 years):	DirectX 7-8-9 3D Skeletal Animation Rigid Body Motion	Collision Detection GUI / Menu Systems	Physics FMOD Tools
General Programming (11 years):	File I/O Curves & Splines	Image Processing Audio Synthesis	Networking Scripting

PROFESSIONAL EXPERIENCE

Teacher's Assistant for DigiPen Game Projects Classes (2004): Assisted DigiPen students (Freshman to Juniors) with their game projects and general technical problems. Dispatched concentrated wisdom and guidance about C / C++, Windows programming, and DirectX.

Teacher's Assistant for DigiPen Summer Workshop (2002-2004): Tutored students (ages 12 to 50) of all skill levels in programming 2D graphical games. Presented tutorial lectures, wrote lesson plans, and debugged amateur code one-on-one for hundreds of unique personal projects.

STUDENT PROJECTS

Narbacular Drop – 3D Action Puzzler:

- Product Manager of team of 4 programmers and 4 artists.
- GAME ENGINE: Crafted a backbone for the game engine's core interface standards.
- GAMEPLAY: Programmed interactive non-player objects and their entity reaction systems.
- PHYSICS: Physically modeled Newtonian physics and soft body motion for lava.
- GRAPHICS: Implemented a particle system handler and created visual effects (fire/magic).
- GRAPHICS: Programmed an advanced text display handler.
- AUDIO: Built a robust music and sound engine using FMOD.
- TOOLS: Customized Worldcraft to work as a level editor for the game.
- TOOLS: Coded a powerful debug console with scripting and key binding support.

Desert Derby – 3D Racer / 1st Person Shooter:

- Audio Director of team of 6 programmers.
- GRAPHICS: Created the game's 3D height mapped deformable terrain system using Direct3D.
- PHYSICS: Programmed a collision detection engine for objects in motion.
- AUDIO: Developed an audio engine in DirectSound with Ogg Vorbis (.ogg) support.
- MUSICIAN: Composed, recorded, and produced the game's original soundtrack.

Gun Fu: Disco of Crime – 2D Platformer / Beat-Em-Up:

- 2D Lead Programmer for team of 8 programmers.
- GAMEPLAY: Player state machine and controls.
- GRAPHICS: Coded a 2D tiling engine using Direct3D.

Invasion Squad XIV – Turn-based Strategy:

- Technical Director for team of 8 programmers.
- USER INTERFACE: Programmed a modular text-based menu system.

PROFESSIONAL SKILLS

Adaptability: adapts to work with the team, adheres to given tasks, operates under any environment conditions, rises to meet high expectations, productive even without strict supervision

Communication: effectively communicates with programmers and artists as well as non-technical people, comprehends partial and complete ideas, master of white board and prop explanations

Technical Design: resolves problems with detailed solutions, able to diagram object oriented interfaces and complex code interactions

Game Knowledge: deep understanding of game mechanics by example, encompassing knowledge of video game history and other nerd-culture (cartoons, movies, comics, web-humor, etc.)