

I am interested in a position as a Game Programmer/Software Engineer. I am able to relocate immediately at my own expense.

I have a strong passion for software engineering. I enjoy solving new and complex problems and facing the challenges that they entail. I have spent a little over the past quarter of my life developing video games. In high school I discovered Flash and developed several small titles, most of which were simply played among my friends, however one did manage to make the front page of Newgrounds.com.

Since that time I have had four years of serious game programming experience through my courses at Champlain College, and have come a long way from developing small titles in Flash. I have worked on several lengthy group assignments and on the development of games far larger than my previous solo work would allow. During my senior project I worked as the lead programmer with a diverse and talented 7 man team of game designers, artists, programmers and our producer, very much in industry style.

While in school I kept up the habit of working on solo game projects in my spare time, and this helped me learn more advanced game programming techniques for engine development and developer tool creation, as I build all my game engines from scratch (excluding graphics libraries). I also gained knowledge of game art development through my solo projects.

After graduating from college, I took some time to travel to Japan so that I could continue my study of Japanese language. During this time I never stopped programming, and have continued to build upon my skills even more than I did while in college.

With my college experience in game programming and game development teamwork, combined with the extra knowledge I have gained developing games in my spare time, I have become a proficient game programmer, and look forward to working in the gaming industry.

Please check out my website for my portfolio. I am available for contact at the phone number and email address included. Thank you for your consideration.

Sincerely,

Eric Kasper

ERIC KASPER

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PROGRAMMING LANGUAGES

- C++
- C
- C#
- Java
- Javascript
- Lua

Can easily adapt to new languages.

TECHNICAL SKILLS

- Object Oriented Programming
- Game Engine and Physics Programming
- Game Network Multiplayer Programming, also RESTful services and some Database exp.
- Game Tool Programming
- OpenGL and DirectX
- Experience with existing game engines, such as Unity 3D
- Windows development
- Xbox 360 and Windows Phone development through XNA
- Knowledge of Adobe Photoshop, Adobe Flash, Adobe Illustrator etc.
- Basic Knowledge in 3D modeling and animation through both 3DS Max and Maya

Can easily learn new skills.

WORK EXPERIENCE

- XTREMEPLAY, Lahaina HI - Sales Associate
May 2008 - August 2008 left for college, re-hired May 2009 - August 2009
- Boss Frog's Dive & Surf Shops, Lahaina HI - Warehouse Staff
October 2012 - December 2012, left to study in Japan.
- Personal Game Development - Solo Developer. Working toward future release.
August 2010 - Present

EDUCATION

- Champlain College, Burlington VT (2008 - 2012)
BS Game Programming, Overall GPA: 3.1
- Lahainaluna High School, Lahaina HI (2004 -2008)
Overall GPA: 3.6, AP Courses
- KCP International Language School, Toyko, Japan (Winter-Spring 2013)

HOBBIES

- Video Games
- Japanese Language

REFERENCES

Available upon request.