

Technical Skills

Languages	C / C++ / CLI, C#, Java, GLSL, HLSL
Scripting	Lua, Python, XML, ActionScript
APIs	DirectX, OpenGL, OpenAL, .NET, WinAPI, Boost, Flex
Mathematics	Linear Algebra, Calculus, Quaternions, Splines, Predicate Logic
Concepts	OOD (UML, Design Patterns, Refactoring), Agile(Scrum), Test-Driven Design
Tools	Visual Studio, Eclipse, SVN, Perforce, PIX
Platforms	Windows, Linux, Xbox 360

Professional Experience

Riot Games	Associate Software Engineer	Jul 2011 - Present
League of Legends	<ul style="list-style-type: none">Implementation and architecture on a distributed, company-wide test automation framework to supplement the testing and analysis needs of QA, platform engineering, and game engineering	
Microsoft	Software Engineering Intern	Jun 2010 - Sep 2010
Xbox 360	<ul style="list-style-type: none">Implemented and test engineered a component of the Xbox 360 Dashboard Profile experience for the November 2010 NUI update following the release of KinectCreated automated test suites on the console and Xbox LIVE service that achieved 100% code coverage before releaseParticipated in auxiliary training courses to learn and master Agile, WinAPI, multithreaded C++, and the .NET framework	
Sleepy Giant	Software Engineering Intern	Aug 2009 - Oct 2009
GONG! Online	<ul style="list-style-type: none">Developed on a community site mini-game using ActionScript, Away3D engine, and JigLibs physics engine	

Personal Experience

Axis Renderer	Engine / Graphics Engineer	Jun 2010 - Present
Open-source	<ul style="list-style-type: none">Developed a 3D rendering engine using C++, OpenGL, and BoostIncludes a powerful, unified scene-graph featuring internal resource management and garbage collection, and rendering optimizations such as hardware occlusion culling and frustum cullingIncludes full support for forward lighting, different deferred shading techniques, and High Dynamic Range lighting and textures, and other modern rendering techniques such as normal-mapped phong lighting and parallax mappingImplemented real-time shadow mapping using Parallel Split Shadow Maps from GPU Gems 3	

Leadership

Game Dev	President and Founder	Oct 2008 – Jun 2011
Student Club	<ul style="list-style-type: none">Participated and led projects in the 2010 and 2011 IGDA Global Game JamsOrganized cross-club events such as movie nights, LAN parties, and guest speakersHosted weekly discussions, presentations, and workshops to expose students to all aspects of game engineering, including department-wide talks on the following:<ul style="list-style-type: none">Shader Programming using GLSL – <i>An Introduction to Modern Graphics Programming</i>Advanced Rendering Techniques – <i>Applied Shader Programming</i>Design Patterns Applied – <i>Architecting Large Hobby Projects</i>	
IGDA Chapter		

Education

California Polytechnic University, Pomona, CA	Expected Jun 2012
Bachelor of Science in Computer Science	
<ul style="list-style-type: none">Personal focus on Graphics Programming and Applied MathematicsCompleted an Extended University certificate program on game engineering which included courses on advanced C++, 3D mathematics, graphics programming, and physics simulation programming	