

Chris Williams

syke.dev@gmail.com

chrisw.org

Objective: To Obtain an Entry Level Engineering Position in the Interactive Media Field

Education: Worcester Polytechnic Institute, Worcester MA
Bachelor of Science in Interactive Media & Game Development (2011)

Related Courses: Object Oriented Design Concepts, The Game Development Process, Calculus I-II, General Physics – Mechanics, Introduction to Assembler, Systems Programming, Operating Systems, Software Engineering, Software Security, Object-Oriented Analysis and Design, Distributed Computer Systems, Technical Game Development I-II, Computer Architecture, Advanced Computer Networks, Database Design, AI for Games, Computer Graphics

Projects: **Major Qualifying Project**, August 2009 – May 2010
Blood Tide, Systems Programmer
Worked on a team of six to create a 3D RTS/Action game using the C4 Engine. As a systems programmer, I was responsible for the user interface, game controls, camera control, commander abilities, RPG system, game session initialization and graphical effects. I also worked on parts of the multiplayer networking (unit animations, abilities, stats) and exposing information to the string tables to make the user interface, abilities and projectiles customizable.

cwengine – 3D Game Engine, April 2011 – Present

I am working on a game engine that currently runs on Windows. It features a memory pool allocator, memory leak detection, custom data structures, an XML parser and an action-mapping input system built on top of DirectInput. Basic models can be imported from COLLADA files and their meshes can be rendered on either DirectX 10.0 or OpenGL 3.0. The engine is designed to be platform-independent, Unicode aware and thread-safe. Also, the engine uses RAII and error logging. Completed work is fully commented and available on my website.

Skills:	Object-Oriented Programming: C++, Java	3+ years
	Systems Programming: C	2 years
	Game Development: Source Engine, C4 Engine, JME, Unity	1-3 years
	Other: JavaScript, PHP, SQL	½-1 year