

Dwight House

Game Programmer

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dwightdesign.com

Objective

To use my passion for games and detail-oriented working style to join a team of like-minded people and create fun, high-quality games.

Education

M.S. in Computer Science	July 2010
School	DigiPen Institute of Technology
Thesis	<u>Non-Photorealistic Real-Time Edge Rendering using Non-Duplicate Parallel Detection and Capping</u>
B.S. in Computer Science	May 2007
School	Louisiana State University in Shreveport
Minor	Fine Arts

Skills

Languages <ul style="list-style-type: none">▪ C/C++▪ HTML/CSS▪ Familiar with:<ul style="list-style-type: none">▪ C#▪ Java▪ Javascript▪ Perl	Graphics <ul style="list-style-type: none">▪ OpenGL/GLSL Development <ul style="list-style-type: none">▪ Visual Studio▪ SVN▪ XCode	Software <ul style="list-style-type: none">▪ Photoshop Elements▪ Final Cut Pro▪ Word, Pages▪ Powerpoint, Keynote▪ Windows XP, Mac OS X▪ Familiar with: 3DS Max, Blender
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Project Experience

Group software development in two DigiPen games: <u>Super Non-Infringement Bros.</u> and <u>Ronin Duck.</u>		
Major Tasks		
▪ Level editor	▪ Art and sound assets	▪ Buttons and menus
▪ Sound manager	▪ GDD's/TDD's/Team documents	
Individual software projects for coursework and thesis studies.		
Major Applications		
▪ Curve Editor	▪ Object Occlusion Demo	▪ Ray Tracer
▪ Edge Detection and Rendering Demos	▪ Bump Mapping Demo	▪ Scanline Render
Designed and implemented many intuitive, standards-compliant, cross-browser compatible websites.		

Work Experience

Title	Dates	Employer
Web Designer/Programmer	2004 – Present	Self-employed (clients: Custom Care Therapy, Directional Service LLC)
Computer Lab Assistant	8/2005 – 6/2007	Louisiana State University in Shreveport
Information Technology Assistant	7/2004 – 12/2004	Louisiana State University (Baton Rouge)