

Game Programmer

Objective

Seeking gainful and challenging employment within video game development, preferably within the realm of gameplay and graphics programming.

Technical Skills

- **Languages:** C/C++, Java, C#/.NET, Python, GLSL, HLSL, x86/ARM/MSIL Assembly
- **Graphics Libraries:** OpenGL, SDL, SFML, XNA/some DirectX
- **Game Development Tools/Engines:** Unity, Unreal Development Kit, Torque 3D

Notable Projects

Hexatron

- Project Using Unity3D
- Made in 30 days for the yearly SomethingAwful forums GameDev competition
- Dual stick shooter similar to *Super Stardust*
- Featured randomly generated levels, encompassing rooms on top of a planet
- Also featured randomized loot drops for equipment and weapons

Open Source XNA v3.1 Implementation

- Based on a sparse revision of the MonoXNA project; main goal was to get Supergiant Games' indie title *Bastion* running under this implementation. Project used OpenGL/SDL.
- Implemented the shader Effects pipeline, created a file format for GLSL shaders that was structured close to Microsoft DirectX FX files.
- Improved and implemented enough on the codebase where *Bastion* was able to run almost identically to the Windows/XNA version (aside from audio). Ran on Windows, Linux and Mac.

Cross Platform Third Person Game and Engine

- Have basic third person controls and movement implemented.
- Engine is using a deferred rendering pipeline with OpenGL/SDL

UDK Unannounced Multiplayer First Person Shooter

- Game uses similar mechanics to Crytek's *Crysis* of suit powers to augment multiplayer gameplay.
- Programmed several post processing effects, developed the suit powers gameplay and implemented a ticket based game mode.

Education

University of Texas at San Antonio

2008-2011

Bachelor of Science in Computer Science

- GPA 3.5, graduated with Cum Laude honors

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Game Programmer

Work Experience

Sierra Nevada Corporation

2007-2009

Contact: Emilio Mercado, (210) 325-1938

- **Engineering Intern**
- Developed Java solutions to a series of interconnected software agents that created determinations based on available sensory data.

Rackspace

2011-2012

Contact: Dale Bracey, (210) 602-7707

- **Product Technician**
- Supported and created testing environments for Linux and Windows product engineers, mostly by writing scripts in Python