

Jason Kilkeny — Game Programmer

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Skills

- C/C++ [4 years], C# [1 year], STL [3 years]
- DirectX Graphics [2 years], HLSL [1 year], GDI [1 year]
- Microsoft Visual Studio (2003 – 2005) [3 years], XNA Game Studio [1 year], PIX for Windows [1 year]
- Microsoft Office (8.0 – 12.0) [6 years], Microsoft Project 2003 [1 year]
- SVN/Tortoise [4 years], AutoDesk 3D Studio MAX (9.0) [1 year], Adobe Photoshop CS [1 year]
- Proficient in Japanese

Game Experience

9/2008 – 4/2009 **Game-play Programmer** *Parabellum, DigiPen Institute of Technology*

A single-player top-down exploration game for the PC in C++ (3-developer team)

- Created a particle engine using hardware instancing and a Bezier spline rendering engine utilizing shader instancing
- Designed a genetic evolution algorithm to diversify enemies and increase challenge for the player
- Implemented various game-play elements, such as a data-driven weapon system

9/2007 – 4/2008 **Graphics Programmer** *Space Bacon, DigiPen Institute of Technology*

An arena-based “steal the bacon” death-match-style multi-player PC game in C++ (4-developer team)

- Designed and implemented a graphics engine utilizing DirectX9 with Vertex/Pixel Shader support (up to SM3.0), hardware model instancing, and a GPU-based particle engine.
- Implemented Microsoft X-File support, in addition to the User Interface, a spring-based 3rd person camera, and graphical content managers.
- Co-created and managed game assets, bug list, and schedule.

9/2006 – 4/2007 **Graphics/Game-play Programmer** *Pentaflux, DigiPen Institute of Technology*

A side-scrolling 1-2 player action shooter for the PC in C++ (4-developer team)

- Designed and implemented the particle engine and co-created the game engine.
- Created weapon systems, enemies and bosses.
- Co-created Game and Technical Design Document, managed art assets, and co-designed level layouts, main character, weapons, enemies, and bosses.

Work Experience

9/2010 – 12/2010 **Academic Support** *DigiPen Institute Of Technology Singapore, Singapore*

- Mentored and tutored students for computer science, math and game projects classes
- Helped create and grade assignments, labs and tests for computer science classes

7/2009 – 8/2010 **DigiPen Instructor** *DigiPen Institute Of Technology at Keimyung University, Daegu, S. Korea*

- Freshman and Sophomore level Game Projects Class Instructor in a joint program with a Korean University
- Taught students the concepts and fundamentals of video game programming
- Lecture on other aspects of game production, i.e. scheduling, marketing, etc

6/2008 – 8/2008 **Nintendo QA Product Tester** *Nintendo of America, Redmond, WA*

- Tested features, stability, and localization (Spanish) on 4 triple-A titles
- Tested *ArtStyles Orbient*, a game for the WiiWare download channel
- Tested *Mystery Case Files: Million Heir*, a game for the DS
- Used a proprietary bug-tracking database to write and file textual descriptions, screenshots, and videos as part of bug reports

5/2007 – 5/2009 **Admissions Office Assistant** *DigiPen Institute Of Technology, Redmond, WA*

- Assisted with all aspects of data entry, correspondence, processing, and statistical analysis for over 350 applicants per year

Education

May, 2009 **DigiPen Institute of Technology B.S., Real-Time Interactive Simulation**