

Bill Davey

www.BillsCode.com
Troy, NY 12180

phoenixoffire@gmail.com
(908) 642-4339

Objective

Full-time employment as a programmer at a video game development company

Education

Rensselaer Polytechnic Institute (RPI) - Troy, New York.

- B.S. in Computer Science (with Game and Simulation Arts and Sciences dual major) May 2010
- Summa Cum Laude
- GPA: 3.9 / 4.0

Work Experience

1st Playable Productions

Full-Time Game Programmer

Troy, New York
June 2010 - Present

- Unannounced Nintendo DS title:
 - Developed core game systems and state machines
 - Researched and developed flexible UI system API
 - Developed both multiplayer and single player minigames
- Shadowed by interns to train them on the libraries and coding standards

Intern C++ Programmer for Nintendo DS Titles

May - August 2009

- Imagine Gymnast:
 - Developed core state machines, in-game level editor, mini-games within levels
 - Implemented 2D & 3D UI Systems
 - Researched and developed support for new camera management and 3D animation features
 - Received *1st Playable MVP Award* for helping overloaded team members

Co-Op C++ Programmer for Nintendo DS Titles

January - August 2008

- Rock University Presents: The Naked Brothers Band The Video Game
 - Resolved over 300 Bugs involving 2D & 3D Graphics, Input Handling, HUD Systems
 - Created complex 2D & 3D UI Systems
- Ener-G: Gym Rockets (Ubisoft)
 - Resolved over 100 Bugs. Created complex 2D & 3D UI Systems
 - Created four mini-games involving 3D Camera manipulation, 3D Animation chaining, several drawing algorithms and several custom saving algorithms
 - Developed custom replay system and dynamic tutorial system for main game
- Shadowed by other interns to train them on the libraries and coding standards

Rensselaer Polytechnic Institute Dept of Computer Science

Troy, New York 2007-2009

Teaching Assistant for C++ classes "Computer Science I & II" and "Beginning C Programming for Engineers"

Technical Skills

Programming Languages	C++, Java, C, Python, HTML, some experience with C#, Assembler
Programming Environments	Microsoft Visual Studio (with Visual Assist X), Eclipse, BlueFish
Programming Libraries	Nintendo DS SDK, STL, Boost, WiiUse, Microsoft XNA, Pygame, Panda3D
Multimedia Tools	Adobe Photoshop, 3D Studio Max, Autodesk Maya, Adobe Premiere Pro, Gimp, Adobe After Effects
Version Control	Subversion (command line and with TortoiseSVN)
Graphics Programming	Nintendo DS SDK, OpenGL, 2D/3D Software Rendering, Orthogonal/Perspective Projection, Rotation/Translation Matrices, Collision Detection, Line Algorithms
General Programming	Finite-State Machines, Shortest Path Algorithms, Depth/Breadth First Search

Scholastic Projects

- 3D Skiing Game involving head tracking using infrared sensors with PyWiiUse library and WiiMote
- 3D Adventure Game compatible with XBOX 360 using XNA and C#
- 3D Maze Game in Python where the player has a flashlight to guide them through the maze and to repel enemies they will encounter along the way
- Strategy/puzzle game involving attraction and repulsion physics and complex level design in Python