

Jaap Suter

CONTACT INFORMATION

1738 Parker Street
Vancouver BC
V5L 2K8
Canada

contact@jaapsuter.com
<http://www.jaapsuter.com>
(604) 313 - 5227

EXPERIENCE

Sabbatical, Vancouver, Canada

April 2011 - Present

Wrote my own structured light 3D scanner using a projector and a webcam. Implementing a streamlined camera calibration mechanism using graycode and fringe patterns on an LCD monitor. Experimenting with a custom C#/C++ managed to native interop layer.

Electronic Arts, Burnaby, Canada

November 2004 - April 2011

Technical director on the Infrastructure team of EA Tech, the central technology department of EA Worldwide. Responsibilities include the direction, design, development and support for a multitude of core game technologies with a team of fifteen people.

.NET (C#) runtime for game consoles (PS3, X360, Wii). Includes the implementation of the base class libraries, various runtime support, and an LLVM-based compiler for ahead-of-time compilation. I primarily wrote the garbage collector, and the C++ interop layer, and also wrote a large portion of the compiler.

Lead of the iPhone platform. Work here has included the initial port of EA's central technology to the platform, and includes ongoing support and education for a variety of internal and external game team

Next Level Games, Vancouver, Canada

October 2004 - October 2005

Senior Software Engineer, member of the Super Mario Strikers team. Responsible for the architecture, design and implementation of major subsystems and guidance and mentoring of junior engineers.

Electronic Arts, Burnaby, Canada

September 2002 - September 2004

Software engineer, part of the Fifa team, responsible for many aspects of several games, including databases, rendering, Xbox SKUs, artist tools, and more.

Overloaded Games, Amsterdam, The Netherlands

March 2002 - September 2002

Principal software engineer on three games for several mobile platforms, as well as main contributor to the base libraries on which these games were built.

Davilex Games, Houten, The Netherlands

September 1999 - January 2002

Software Engineer in the R&D department, responsible for writing the software renderer used in garden- and interior-design packages and the lighting pipeline used by several racing games.

EDUCATION

Twente University, Enschede, The Netherlands

B.Sc. in Computer Science

OTHER

- Strong and well-rounded software engineer.
- Expert C++ programmer, experienced with the C++ standard, the STL, Boost, and C++0x.
- Expert C# programmer, experienced with Linq, Async Await, and Reactive Extensions.
- Other language experience: Python, Java, Lisp, ARM/Neon and SPU Assembly.
- Expert knowledge on many programming paradigms including object oriented, generic, functional, meta and generative programming.
- Strong advocate of test driven, agile and common sense development
- Demonstrated ability to lead and mentor other engineers
- High level of interest in math in all its forms.
- Experience with: Win32/64, PS3 (PPU/SPU), Xbox 360, Wii, iPhone, Xbox, PS2, Gamecube, GBA
- Credits: Burnout Paradise (2009), NBA Street Homecourt (2007), Need for Speed: Carbon (2006), Super Mario Strikers (2005), FIFA Soccer 2005 (2004), UEFA Euro 2004 Portugal (2004), FIFA Soccer 2004 (2003), The Sims: Bustin' Out (2003), US Racer (2002), Snowboard Jam (2002), Nim In The Lost Garden (2002), Magnets (2002), US Racer (2002), Wonen (2000), DaviTuin 3D (2000)