# Jaap Suter

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Canada

Experience

**Sabbatical** - Vancouver, Canada                                    **April 2011 - Present**

- Build a simple Structured Light 3D Scanner in C#, using a projector and camera. Streamlined the camera calibration process using fringe patterns on a monitor rather than the commonly used checkerboard patterns.
- Played with a number of web front-end technologies while building a new website (not live, see dev-branch on Github), learning Ruby, Coffeescript, Sass.
- Experimenting with a custom CLR host and custom C#/C++ interop layer to allow use of DirectX 11 alongside .NET's Async Await

**Electronic Arts** - Burnaby, Canada                        **November 2004 - April 2011**

Technical Director for Core & Infrastructure. Responsible for the core runtime libraries used by nearly all EA games on all platforms, a variety of tools used by artists, QA, and producers at different EA studios worldwide, and the entire stack of package distribution, configuration management, and project build technologies necessary for effective sharing of cross-platform technology.

- Drove the mobile strategy for central technology, porting a majority of our base libraries to iPhone/iOS, porting our build infrastructure to support Mac OSX and Xcode development, and ensuring Android, WebOS, and others got similar attention.
- Created the EASharp project, allowing C# programming for game consoles (PS3, X360, Wii) through an MSIL to LLVM compiler, targeting a custom in-house developed .NET runtime.
- Helped design, build and maintain Job Manager - the company wide solution for parallelization of short-lived work-items with dependencies among them.

**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 PocketPC & Symbian games.

**Davilex Games** - Houten, The Netherlands            **September 1999 - January 2002**

Software Engineer in the R&D department, wrote the software rasterizer for their interior design software, and the lighting pipeline for several racing games.

| Education | **Twente University**, Enschede, The Netherlands | **September 1998 - September 2002** |
|---|---|---|

B.Sc. in Computer Science

Skills

- Strong and well-rounded software engineer, delivers quality and elegance.
- Not afraid of math.
- Comfortable multi-paradigm programmer, be it object oriented, generic, functional, meta or generative programming.
- Strong advocate of test driven, agile and common sense development.
- Proven track record architecting and maintaining physical aspects of large scale multi-language cross-platform projects.
- Very comfortable with concurrency/parallelism, and solid experience designing portable multi-core architectures.
- Expert C++ programmer, comfortable with the STL, Boost, and C++ 11.
- Expert C# programmer, experienced with Linq, and Reactive Extensions, and Async Await.
- Experienced C and assembly programmer, comfortable writing code for embedded devices with limited memory and performance.
- Dabbles in: Ruby, Coffeescript, Python, Java, ARM/Neon and SPU Assembly.
- Platform experience: Win32/64, PS3 (PPU/SPU), Xbox 360, Wii, iPhone, Xbox, PS2, Gamecube, GBA

Publications

Suter J. (2003) - *Geometric Algebra Primer* - Introduction to Clifford Algebra, available online at http://www.jaapsuter.com/geometric-algebra/.

Credits

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|---|---|---|
| Burnout Paradise (2009) | UEFA Euro 2004 (2004) | Nim & Lost Garden (2002) |
| NBA Street (2007) | FIFA Soccer 2004 (2003) | Magnets (2002) |
| NFS: Carbon (2006) | The Sims Bustin' Out (2003) | US Racer (2002) |
| Super Mario Strikers (2005) | US Racer (2002) | Wonen (2000) |
| FIFA Soccer 2005 (2004) | Snowboard Jam (2002) | DaviTuin 3D (2000) |