

Jaap Suter

CONTACT

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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.

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

.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.

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, as well as main contributor to the *MobileCore* base libraries on which these games were built.

Davilex Games, Houten, The Netherlands

September 1999 - January 2002

Software Engineer in the R&D department, wrote the software rasterizer and 3D engine used in garden and interior design products, and the end-to-end 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.
- 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
- Proven track record architecting and maintaining physical aspects of large scale multi-language projects.
- Expert C++ programmer, comfortable with the STL, Boost, and C++0x.
- Expert C# programmer, experienced with Linq, Async Await, and Reactive Extensions.
- Experienced C and assembly programmer, comfortable writing code for embedded devices with limited memory and performance.
- Other languages (experience varies): Python, Java, Lisp, ARM/Neon and SPU Assembly.
- 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

PUBLICATIONS

Jaap Suter. *Geometric Algebra Primer*. <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) |