JAAP SUTER

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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 CLR host and custom C#/C++ interop layer to allow use of DirectX 11 and Async Await together.

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

Technical director on the Infrastructure team of EATech, 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   Suter J. (2003) - *Geometric Algebra Primer* - Introduction to Clifford Algebra, available online at `http://www.jaapsuter.com/geometric-algebra/`.

CREDITS

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)