

EDWARD F MAURINA III

+ ABOUT

- Seeking interesting work solving challenging problems with new technology.
- Have broad experience in **cpu/chipset validation, game & game engine development**, and general programming.
- Intel: Can come up to speed and integrate quickly, relying on knowledge of the company, campus, culture, and existing contacts.



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+ EMPLOYMENT

- Current** **ROAMING GAMER, LLC.**
Owner/Lead Designer
Developing apps, games, templates, training materials and other content for the iOS and Android mobile markets.

Customers include, Corona Labs, Inc., Reel FX, Inc., Relativity Media, and many others.
- 1996-2012** **INTEL CORPORATION**
CPU Architectural Performance Validator
Validated and tuned performance of Windows & Linux systems running Haswell, Ivy Bridge, Sandy Bridge, and Gulftown processors.

CPU / Chipset Pre- & Post-Si Validator
Pre- and/or post- silicon validated:
(CPUs) Lynnfield, Paxville, Sandy Bridge;
(Chipsets) Blackford, 870, 460 GX, 450 NX.

Platform Drivers and Libraries Developer
Maintained and developed Focused Test Suite platform validation libraries, subsequent to two year stint as a platform drivers developer.
- 1993-1995** **CH2M HILL**
Computer Operator
Paid for college by working as the graveyard operator (30 hrs./week) in corporate data center.
- 1987-1992** **UNITED STATES AIR FORCE**
Programmer
Intelligence applications programmer; Missile guidance-system programmer.

+ SKILLS

	Current*	Previous
Platform Debug		○
Driver Development		○
IA32 Architecture		○
Power Management		○
FW Coding		○
Validation	○	○
Performance Analysis and Tuning	○	○
Algorithms	○	○
C/C++		○
Scripting (Python, Perl, Lua, ...)	○	○
Assembly		○
Windows	○	○
Linux	○	○
OS X	○	
Android	○	
iOS	○	
Git	○	
Subversion		○
CVS		○
OpenGL		○
DirectX		○
Word	○	○
Excel	○	○
Visio	○	○
Powerpoint	○	○
Communications	○	○
Organization	○	○
Team Player	○	○
Creativity	○	○

* Current == Skills In Use Now

+ EDUCATION

- 1996** **OREGON STATE UNIVERSITY**
Computer Engineering
- 1988** **KEESLER AIR FORCE BASE**
Programming Specialist
- 1987** **Tigard High School**
High School Diploma

+ AWARDS

- Air Force (AF) Achievement Medal (Bronze Cluster), National Defense Service Medal, AF Longevity Award, AF Over Seas Long Tour Ribbon, AF Good Conduct Medal, AF Training Ribbon.

+ ACHIEVEMENTS

- 2011** First App Published
- 2008** Second Book Published
- 2006** First Book Published
- 1992** European Small Unit Volleyball Champion
- 1990** European Combined Services Racquetball Champion
- 1985** Oregon FBLA Programming Competition

+ REFERENCES

Managers

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More available upon request...

+ WORK SAMPLES

Books

[The Game Programmer's Guide To Torque:
Under The Hood Of The Torque Game Engine](#)
<http://amzn.to/1aK67gU>



[Multiplayer Gaming and Engine Coding for the
Torque Game Engine](#)
<http://amzn.to/18TTPiQ>



Clients Apps

[Herokins: The Adventures of McRed](#)

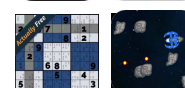
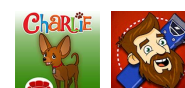
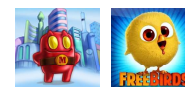
[Free Birds Baby Turkey Trouble \(Relativity Media\)](#)

[Tipsy Raccoons \(Arcade Consoles\)](#)

[Charlie The Chocolate Chihuahua](#)

[Flap Dat Beard \(Reel Fx\)](#)

... many more



My Apps

Android

<http://bit.ly/RoamingGamerGoogle>
<http://bit.ly/RoamingGamerAmazon>

iOS

<http://bit.ly/RoamingGamerApple>

Game Templates & Libraries

<http://bit.ly/RoamingGamerCorona>