**Karl Siebert**

1157 Siederoad 20, Schomberg, Ontario • 905-716-7304 • [karl.oskar.siebert@gmail.com](mailto:karl.oskar.siebert@gmail.com) \* ca.linkedin.com/in/karlOskarSiebert

**Game Programmer**

**HIGHLIGHTS OF QUALIFICATIONS –**

* Recent graduate of the Game Programming Diploma program at Humber College (May 2016)
* Advanced C++
* Intermediate C#
* Beginner Java Script
* Analytical thinker
* Logical Minded
* Attentive listener

**TECHNICAL SKILLS**

**Programming Languages:** Java, C#, C++, HTML, JavaScript, Proficient in writing code, testing, and

Debugging. ,

­**Software:** MS Office (Word, Excel, PowerPoint, Access),

Unreal Engine 4, Ogre 3D Engine, Bullet Physics Engine,

**Operating Systems:** Windows 7/8/XP, Unix, Android,

**Database:** Oracle SQL

**Web Technology:** HTML5, Java Script

**EDUCATION**

­Main degree

**Game Programming April 2016**

*Humber College, Toronto, ON*

**Relevant Competencies**

* Developed an beginners knowledge of relational database concepts and how to interact with databases using SQL
* Experienced in the operation of multiple operating systems
* Shell scripting: the ability to read, understand, modify and write UNIX shell scripts
* Ability to design code
* Capable of performing minor performance tuning to improve performance
* Ability to resolve minor conflicts/issues
* Experienced at virus detection and removal

**Relevant Project Work**

Project Challenge Getting Ogre Graphic Engine and Bullet Physics Engine working together

Action Steps Implementing Ogre to Bullet Code (found online), building a state machine to control the animation based on the physics movement

Result Successfully built working game play

­*Relevant Courses:*

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| * ­Game Design | * ­Advanced Math | * Advanced Physics |