

Mark Smith

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Education

University of Utah

M.S. Software Engineering, Entertainment Arts and Engineering

B.S. Business, Marketing

Salt Lake City, UT

Expected May 2018

May 2005

Skills and Qualifications

Programming:

-C++ -C# -Java -Python - PHP -x86 Assembly -MIPS Assembly

Projects:

PlayWrite Studios

Ongoing

Gameplay and Tools Programmer

- Imperium, a narrative based game about a post-apocalyptic dystopia built in Unreal 4.
- Coding an enemy selection and target lock-on system in Unreal C++.
- Building Unreal Blueprints and transferring Blueprint functions to C++ code.
- Utilizing Perforce version control.
- Contributing to stories about the end of the world and the people who might have survived.

SpawnCreepWave

Ongoing

Lead Programmer

- Personal project for experimenting with Unreal C++.
- Replicating functionality of Uncharted 4's Hard Point AI system per Matthew Gallant's 2017 GDC Talk.
- Merging code functionality with editor supported UI and game objects.

BigHeap

Completed 7/27/17

Lead Programmer

- Custom memory manager built from scratch using only stdio.h and assert.h.
- Allocate a large block of memory at startup and then replicate malloc functionality to suballocate from the block.
- Implement coding best practices such as const correctness, function inlining, and pass/return by reference/value.

Twiddle the Maze

Completed 11/10/16

Gameplay and Deployment Programmer

- Mobile puzzle game built in the Unreal 4.
- Linked mobile device sensor data to player movement.
- Worked with a small team to produce a proof of concept in about two weeks.

Online Multi-User Spreadsheet

Completed 11/3/2014

Programmer

- Ported previously developed spreadsheet and string socket C# projects to C++.
- Handled multiple simultaneous client connections to a single sheet while maintaining the integrity of the data.
- Practiced SCRUM development, pair programming and Git/SVN version control systems.

Employment History

University of Utah, AOCE Registration and Cashiering

Salt Lake City, UT

Data Entry and Cashier

Aug 2012-Aug 2017

- Taught an introduction to Java programming class for students age twelve to sixteen.

Pentara Corporation

Salt Lake City, UT

Software Development and QA Intern

June 2015-Aug 2015

- Developed functioning code modules to facilitate passing data between the client, server, and database.
- Tested new features in an agile environment as they were coded.