

John Calsbeek

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| CONTACT INFORMATION | 8500 148th Ave. NE Apt. V3073 Redmond, Washington 98052 | home: +1 515 989 1442 e-mail: john.calsbeek@gmail.com web: http://www.johncalsbeek.com/ |
| OBJECTIVE | An internship or full-time position working on the graphics engine or supporting systems for games or other real-time simulations. | |
| TEAM PROJECT EXPERIENCE | Crystalline , first-person platformer <i>Technical Director</i> September 2011 – present Developed and debugged a data-oriented C++ game engine, as well as a task scheduler, message dispatcher, resource manager, run-time reflection layer, Lua integration layer, Direct3D 11 graphics engine, Cg shader platform, skeletal animation engine, Autodesk FBX importer, linear algebra library, and Windows platform interface using Microsoft Visual Studio 2010. Supported a team consisting of four other programmers and three artists. Established coding guidelines and art pipeline practices. CUB3 , first-person space combat sim <i>Technical Director</i> January – April 2011 Developed and debugged a C++ game engine using a component-based object model, as well as serialization, messaging, linear algebra, UI, and Windows platform layers using Microsoft Visual Studio 2010. Supported a team consisting of two other programmers. | |
| SELECTED SKILLS AND INTERESTS | <ul style="list-style-type: none">• Advanced understanding of C, C++, Objective-C, and Lua• Experienced with Visual Studio, Xcode, Direct3D, OpenGL, Win32, and Cocoa• Strong background in data structures, algorithms, animation, geometry, rendering techniques, splines, linear algebra, and multivariate calculus• Proficient with Subversion, Git, Java, GLSL, Cg, HTML, CSS, and shell scripting• Familiar with .NET, MFC, TCP/UDP networking, relational databases, and POSIX• Interested in rigid body dynamics, data-oriented design, parallelism, lock-free programming, SIMD programming, cache optimization, compilers, and procedural content generation | |
| EDUCATION | DigiPen Institute of Technology , Redmond, Washington <i>Master of Science in Computer Science</i> September 2010 – present <ul style="list-style-type: none">• Expected graduation: December 2012• GPA: 3.77/4.00• Pursuing a master's thesis on implicit methods for procedurally generating interactive worlds• Student assistant for mid-level mathematics courses Northwestern College , Orange City, Iowa <i>Bachelor of Arts in Computer Science</i> August 2006 – May 2010 <ul style="list-style-type: none">• GPA: 3.77/4.00 (3.97/4.00 in computer science)• Academic minors: mathematics, English literature• Student assistant for four years• Tutored for entry- and mid-level computer science courses for four years• Honors program graduate | |
| PROFESSIONAL EXPERIENCE | SALT Solutions , Des Moines, Iowa <i>Web/Desktop Programmer</i> January 2007 – September 2010 Developed, maintained, and optimized customer-facing web applications and internal tools using ASP.NET and Microsoft SQL Server. | |
| HONORS AND AWARDS | Recipient, Faculty Honors, Northwestern College, 2010 Recipient, Outstanding Graduating Senior Award (Computer Science), Northwestern College, 2010 Honorable Mention, ACM International Collegiate Programming Contest World Finals, 2010, 2009 | |