

Richard W Henderson IV  
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## COMPUTER SKILLS

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### Programming

- Proficient in: C++, C, Java, C#
- Familiar with: HTML, CSS, Python, Arduino, SQL, My SQL, DX11, OpenGL, .NET

### Platforms

- Soft Skills: Good Interpersonal Communication, Strong Analytical and Problem Solving Skills, Excellent Organization of Code Architecture,
  - Software: Microsoft Visual Studio, Eclipse, Oracle, Unity, Unreal Engine 4, Adobe Photoshop, Audacity, Maya, Microsoft Visio, Microsoft Word, Microsoft Excel, Microsoft Project
  - Notable Abilities: Object Oriented Design, Agile Development, Waterfall Development, Multi-threading, Networking, AI Algorithms, 3D/2D Math, Graphics Pipeline Development
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## EXPERIENCE

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### Generalist Programmer

May 2016 – Sept. 2016

*Magitech*

- Used Unreal Engine to create and test 4 unique playable characters
- Used C++ and Unreal Engine to create the basis for every AI
- Located and/or made all animations and visual and audio effects for the 4 aforementioned characters

### Generalist Programmer

June 2016

*Siege of the Citadel (Game Jam)*

- Used Unreal Engine to create and test AI and behaviors for 3 different placeable towers
- Used Unreal Engine to create and test AI and behaviors for 3 unique types of enemies

### AI Programmer

March 2016

*RoboCode AI*

- Used C++ to create and test a tank AI
- Used C++ to create algorithms to cause the aforementioned tank AI to move and dodge incoming projectiles using a Wave Surfing method
- Used C++ to create algorithms to cause the aforementioned tank AI to decide where to shoot using Guess Factor Targeting and 3x Segmentation
- Used C++ to create and test the implementation of a Width-Lock Target Tracking algorithm on the aforementioned AI.

### Flow Team Member

Sept. 2013 – Aug. 2014

*Target*

- Primary Duties included stocking shelves, stocking the back supply room, taking inventory, operating back room machinery, unloading trucks, sorting and quickly efficiently stacking boxes that came off trucks.
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## EDUCATION

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### Full Sail Real World Education

Sept. 2014 – Sept. 2016

*Winter Park FL*

- Bachelors of Science Degree in Game Design and Development