

Curriculum Vitae

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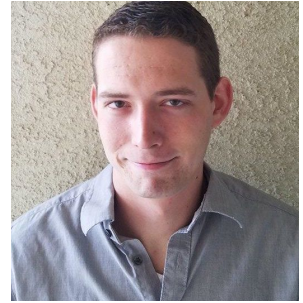
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Github: (Code Samples)

Caleb Smith, Junior Programmer



Summary

A Junior Programmer that combines game development experience with a formal film education, looking to create an unforgettable cinematic experience for players. Whether collaborating with or leading a team, proud to be a source of knowledge for colleagues. Always pushing a project's quality past its expected potential.

Skills

Languages: Strong Knowledge of C++, Java, Javascript

Programming: Knowledge of Game Architecture, Design Patterns, Algorithms and Data Structures

Tools: Microsoft Visual Studio, Unreal Editor, Perforce, Jira

Work Experience

Waden Kane Studios *Principal Programmer* *May 2016 to Present*

- Prototype, implement and test core C++ gameplay code
- Collaborate with designers on design and create systems to be extended in Blueprints
- Setup and manage Perforce repository

SCD (Web Media Company) *Contract Web Designer/Developer* *August 2016 to Present*

- Develop easy to use content pipeline for future developers
- Maintain website template across multiple platforms

Student Media Creative Services *Media Production Associate* *June 2014 to January 2016*

- Led team on completion of large client projects and delivered them ahead of deadline
- Regularly called on to teach new hires and assist on overdue projects

Other Experience

Unreal Engine: Work-in-progress turn-based horror game.

Phaser: Prototyped Breakout clone and tap-based platformer.

SDL/C++: Created classic game clones using custom engine.

Source Engine: Developed maps and modified source code.

Pen and Paper: Familiarity with several rule systems. Authored and ran several *Cyberpunk* game sessions.

Education

Arizona State University *Tempe, Arizona US*

Film and Media Production (Incomplete) 2012 to 2015

Computer Science (Incomplete) 2015 to 2016

Hobbies/Misc

Games: *Half-Life 2, The Witcher 3, Vampire: The Masquerade, Dota 2, Crusader Kings 2, Soma*

Tabletop: *Betrayal at House on the Hill, Settlers of Catan, Eldritch Horror, Netrunner, Chess*

Filmmaking: *Screenwriting and Film production*

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