

EDGAR EVANGELISTA

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SHIPPED GAMES / PROJECTS

Talk On - 2017

ESP - 2015 - 2016

Project Blue Shark - 2014

Dark Networks - 2014

DICE-T (Dismounted Interactive Counter-IED Environment for Training) - 2014

MCIT (Mounted Counter-IED Immersive Trainer) - December 2009 - 2012

Robert Ludlum's The Bourne Conspiracy for XBOX360/PS3 - June 2008

TECHNICAL SKILLS

LANGUAGES: C#, C/C++, Java, VBScript, UnrealScript, php, SQL

PROGRAMS: Visual Studio, SVN, Git, Photoshop, Audacity, Xcode, Eclipse, emacs, Maya, Perforce

ENGINES: Unity, UnrealEditor, Virtual Battlespace 2 (VBS2), Ogre

PROGRAMMING AREAS: GUI, AI, Networking, VR, AR, MR, Tools, Audio, Multiplatform, Graphics, Engine

PLATFORMS: Windows, Android, Vive, Oculus, Hololens, PS3, XBOX 360, Mac OS X, Unix

EXPERIENCE

Institute for Creative Technologies Programmer Analyst III

September 2009 - Present

- Develops multiplayer Vive communication trainer to evaluate VR educational efficiency
- Rapidly prototypes VR locomotion methods, VR and motion capture suit puppeteering, mobile AR companion apps, and experimental Mixed Reality User interfaces
- Setup Build Servers for QA as well as test scenes for artists and game designers
- Develops networking code for multiple systems communication, FPS and RTS gameplay, animation systems, audio systems, multiplayer state management, and development tools
- Develops GUI art and programming for NPC control, user communication, frontend, and gameplay playback/analysis
- Develops scenarios and environments for multiplayer FPS / RTS prototypes
- Maintains VR and game performance through profiling and scene management
- Refactors multiple components on an as-needed basis to facilitate feature development and maintenance
- Lead developer on multiple projects managing small programming teams and communicating schedules and requirements to directors and stakeholders
- Interviews Special Matter Experts and stakeholders, as well as incorporated academic and technical research to develop technical requirements, game design documents, and development schedules
- Delegates tasks among programmers, designers, and QA

High Moon Studios Associate Programmer

June 2007 - August 2008

- Maintained and developed fighting and takedown gameplay mechanics in UnrealScript
- Developed a Kismet Debugger for designers – a GUI based debugger for a graphical based level design tool
- Developed a PS3 stack trace decoder which inferred call stacks from memory dumps in crash logs

West LA Burrito Project Manager

2015 - Present

- Managed budgets and fundraising and worked with local government to secure a place to cook burritos
- Organized events, scheduling, cost saving recipes, and volunteers

EDUCATION

University of Southern California, Los Angeles, CA

August 2002 – May 2007

- MS in *Computer Science*; BS in *Computer Engineering and Computer Science*

- Minor in Fine Arts – Drawing