Ian Klask
Software Engineer

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Depaul University, Chicago, IL - *Graduated June 2018*

CUMULATIVE GPA: 3.833

B.S. in Computer Science - *Concentration in Game Systems*

SKILLS

Programming Languages:

- Five years in C family (C++, C, C#), Java, Scala, Swift, Python

Software:

IDEs	Visual Studio, Xcode, IntelliJ, Eclipse, Xojo
Commercial Game Engines	Unity, Unreal 4
Source Control	Git, P4V, SourceTree, PlasticSCM
Other Experience	Doxygen, Bash, Windows/OSX/Linux

EXPERIENCE

Amulet Technologies, Campbell, CA - *Firmware Engineer*

JANUARY 2019 - PRESENT

- Work with customers to implement and debug firmware features
- Moved build environment and toolchain to Visual Studio for VisualGDB JTAG debugging
- Ported ESP serial protocol for flashing ESP32 and ESP8266 chips from UART of a microcontroller

Amulet Technologies, Campbell, CA - *Engineering Intern*

AUGUST 2018 - DECEMBER 2018

- Ported and maintained Arduino board support package to an ARM Cortex-A5 system
- Wrote libraries for SPI, TWI, and UART protocols on a Cortex-A5 system

SCHOOL PROJECTS

Game Engine Project - *Game Engine Programming I & II*

WINTER 2017 – SPRING 2017

- Built a simple 3D game engine off nothing but an OpenGL graphics library
- Replaced OpenGL graphics library with own DirectX implementation
- Implemented systems for game entities such as updating, drawing, alarms, and tiered collision
- Used Doxygen software to generate a documentation website for the engine

NiK-0 - *Senior Capstone Project*

SPRING 2017 – SUMMER 2018

- One of two game programmers on mobile puzzle game built in Unity
- Built tools using Unity Editor scripts to aid designers in level construction
- Worked closely with designers and sound artist to script and implement requests such as level logic, sound events, and camera system