

# Ian Klask

Software Engineer

## Education

---

### DePaul University, Chicago, IL

*Bachelor of Science in Computer Science*  
*Concentration in Game Systems*

Cumulative GPA: 3.833

Graduated June 2018

## Technical Summary

---

### Programming Languages:

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

### Software:

- *IDEs:* Visual Studio, Xcode, IntelliJ, Xojo, Arduino IDE
- *Commercial Game Engines:* Unity, Unreal 4
- *Source Control:* P4V, Git, SourceTree, PlasticSCM
- *Other:* Doxygen

## Course Projects

---

### School Engine Project (Game Engine Programming I & II)

Winter '17 – Spring '17

- 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 '17 – Summer '18

- 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

## Work History

---

### Amulet Technologies, Campbell, CA

*Engineering Intern, part-time*

*August 2018 - Present*

- Developing Arduino compatible board support package and shared library to be run alongside a proprietary RTOS on an ARM Cortex-A5 system
- Worked on GCC build automation and JTAG debugging via GDB