JACOBENGET

game programmer · software engineer

"I strive to produce simple solutions to all problems, even the difficult ones"

professional profile

Talented recent computer science graduate with wizard-like math skills and a passion for video games. Strong software organization and design abilities combine with a proven commitment to deliver the correct software on time. Known for enthusiasm, creative problem solving, and being a quick learner. Highly values clear communication and sense of team empowerment. **See professional portfolio at www.jacobenget.com.**

education

B.S., Computer Science (2008) University of Minnesota, Twin Cities, MN. GPA: 3.78 – *Graduated with Honors*
emphasis in **Computer Graphics and Software Engineering.**

B.S., Mathematics (2004) North Dakota State University, Fargo, ND. GPA: 3.74 – *Graduated with Honors*
studied abroad at the **Independent University of Moscow,** Russia, Fall 2002.

technical skills

Languages:	C/C++, Java, HTML, JavaScript, PHP, CSS, ActionScript, JSP, SQL, UML
Platforms:	Mac OSX, UNIX – Linux, Windows XP
Networking:	TCP/IP, UDP, HTTP, FTP
Compilers/Tools/APIs:	OpenGL, Maya, Flash, Apache Struts, Eclipse IDE, Subversion, GNU toolset

game development experience

AS STUDENT STUDYING COMPUTER SCIENCE 2007-2008

Designed and programmed a 3D maze creation and exploration utility in C++ using OpenGL.

- Wrote software that converted a 2D model into a 3D environment.
- Created procedures to handle texture mapping, collision detection and resolution, and 3D transformations.

Created Flash side-scrolling brawler *Stick-Figure Half-Demon Samurai.*

- Built 2D game engine in ActionScript from scratch.
- Created tools to aid partnering artist in level creation.

professional programming experience

SOFTWARE ENGINEER, **Traffic Technologies** 2007-2008

Initially hired as a part-time intern, but was promoted to full-time Software Engineer after 5 months. Was part of a 4-person engineering team that designed and supported an Enterprise Java web-based traffic control system. This system monitored and controlled over 400 sensors, signs, and cameras remotely and was utilized by hundreds of DOT officials across the country.

- Redesigned the interface between the system back-end and the user front-end using object oriented principles. This reduced coupling between components which greatly increased clarity of code design and significantly aided future software projects.
- Successfully integrated a system of internationalization tools involving units and time zones into our software within 3 weeks after our company announced it was going international.
- Designed and implemented a way of organizing the hundreds of pieces of equipment so that we could easily manage, troubleshoot, and save notes on them.

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