

JARED// HAMBY

703-655-2562
irjamby@gmail.com
www.jaredhamby.me

Programming

C/C++
C# Forms
Python
HTML
CSS
JavaScript
Visual Basic
XML

API Experience

Cocos2D-X
FMOD
OpenGL
DirectX
Maya
Direct Input
Direct Sound
TinyXML

Applications

Microsoft Visual Studio 05/08
Apple Xcode
Microsoft Office
Perforce
Alienbrain Source Control
Tortoise SVN Source Control
Git
Visual Paradigm UML
Windows XP/Vista/7
Mac OSX
Unreal Editor
Adobe Photoshop CS5.5
Autodesk Maya 2009
ProDG Debugger and Target
Manager for PS3
TestTrack Pro

Objective

To obtain a programming position where I will be given the chance to work on video games.

Work Experience

Quality Assurance Tester // Bethesda Softworks **Rockville, MD // Jan. 2011 to Present**

Evaluated, troubleshooted, and tested assigned video games for bugs and crashes while logging and reproducing them for developers

Education

Bachelor of Science in Game Development // Full Sail University **Winter Park, FL // October 2009**

Projects

"Peg Game" // Puzzle // iOS **Programmer // In Development**

Learned and utilized the Cocos2D-X engine
Designed the direction of the game
Sole programmer for the systems and gameplay
Liaison with the artist for discussing what was needed for the game

"The Elder Scrolls IV: Skyrim" // Role-Playing // PC/360/PS3 **Quality Assurance Tester // Winter 2011**

First person chosen to start testing the opening sequence of the game
Lead the Miscellaneous Quest, Shouts document testing
Created daily checklists and documentation on existing systems
Learned and checked a language specific to Bethesda products
Worked as a 'QA Coder' by working with the programmers and helping them get crash info for stability purposes

"The Depths" // 3D Rail/Free Roam Shooter // PC **PC Asset Lead/Designer // Summer 2009**

Programmed the Maya API exporters and importers into the game for the static mesh and scenes
Programmed the Level System to use the scene importer and put all the objects in the correct place, which was used for both the game levels and the menus
Liaison between artists and the game, by putting in all 3D art into the game
Developed and programmed the Dialogue System for the game to occur at certain times and after certain actions
Reprogrammed how the game was running to program in a Loading System for user feedback
Assisted in the creation of a bounding volume hierarchy for the level system to minimize collision checks

"Polarity Shift" // 2D Action/Puzzle // PC **Interface Lead // Fall 2008**

Designed, programmed, and implemented the animation engine into the student-made DirectX engine
Created and programmed the menus to work effectively and efficiently while looking aesthetically pleasing
Implemented sound effects and music into the game using FMOD
Drew out 2D animations and objects for the game on entities that needed art

2D Animation Editor/Engine **Programmer // Summer 2009**

Created a 2D Animation editor (C#) and engine (C++) that allowed for objects to use drawing rectangles, collision rectangles, and anchor points to be applied to the objects
Allowed for file input and output for both XML and binary formats

"8bit Iron Man" // 2D Action // PC **Programmer // Summer 2008**

Designed and programmed everything in-game using externally made wrappers
Developed an enemy wave manager for timed waves via script