Joseph Cameron
22 Merner Ave Ottawa ON K2J4A6
613-617-2475
jf.cameron@gmail.com
http://jfcameron.github.io/

Summary

- Graduated with honors from the Game Development program at Algonquin College, Woodroffe campus, spring 2015
- Lead coder for a 3 semester group project to develop a videogame "Sushi Joint Rumble"
- Experience with C, C++, C# programming languages and CG, GLSL graphics languages
- Have written many games and demos for school, practice and personal interest including:
  - a 3D game engine for web browsers using Javascript and WebGL
  - a 3D renderer in C using OpenGL that builds for Windows and Android platforms
  - hardware accelerated voxel, tile and terrain renderers, compute shaders
  - my work can be viewed on my portfolio at http://jfcameron.github.io/
- Experience with various OpenGL specifications, Box 2D, MonoGame and Unity as game development tools. I enjoy learning new technologies and am a quick study.
- Familiar with Objective-C and Java as they pertain to native IOS and Android development
- 6 months experience as the sole full-time programmer at Marketing Breakthroughs, a web design company in Ottawa
- Experience with Git and SVN, Windows, Android, Lua

Relevant Education

- Recent honors graduate of the Game Development program at Algonquin College, Woodroffe campus.
- Used C, C++, C#, Objective-C and Java to develop games for desktop and mobile platforms
- 3 semesters of graphics classes studying OpenGL, GLSL, Cg and some HLSL

Relevant Experience

- Lead coder for a 3 semester group project to develop a videogame "Sushi Joint Rumble"
  - Regularly used Visio to produce tech design diagrams for myself and group members to follow during implementation
  - Regularly performed code reviews with other group members before accepting commits to the trunk to maintain a high quality code base
- 6 months work experience as a programmer at a web design company
- Have written many games and demos for school, practice and personal interest
  - For desktops using C and C++, OpenGL, Directx, C#, MonoGame and Unity
  - Have written a cross platform 3D renderer using ANSI C and OpenGL ES 2.0
  - Have written a Javascript/WebGL game engine for web featuring an entity component system, rigid body physics and 3D renderer
  - Hardware accelerated voxel renderer (uses directX 11 geometry shader)
  - Demos and explanations of my work can be found at http://jfcameron.github.io/

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Work Experience

- June 2015 - November 2015 : Web developer at Marketing Breakthroughs
  - As the company's only full time programmer, I spent my time writing plugins for Wordpress, Joomla and debugging code I had inherited
  - Had to estimate the time and effort it would take to complete tasks, had to organize my schedule appropriately to match various project deadlines. Consistently delivered.
  - Worked primarily in PHP and JavaScript

- August 2014 - June 2015 : Overnight stocking at Loblaws
  - Part time job during the final year of school

- 2013, 2014 : Truck loading at FedEx
  - Seasonal job during the first two years of school, worked on summer and winter breaks

Extracurricular

- Attended Ottawa International Game Conference 2012-2014
- Attended Montreal International Game Summit 2014
- Presented school project alongside group members to Ubisoft Toronto - early 2015
- Participated in Global Game Jam 2015
- Presented a seminar titled "Introduction to WebGL" for Startup Algonquin, a student group at Algonquin College November 2015, information available on portfolio

References from: course instructors, managers, coworkers and peers. Available on request.