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Objective

- To find a programming position in the game development industry.

Summary

- Lead programmer for my capstone project, a 3 semester long group project to develop a game
- Extensive practice designing, implementing, documenting, presenting, testing and debugging game code.
- Experienced with C++, C, C# programming languages and CG, GLSL graphics languages.
- Have been using Agile Project Management for 2 semesters to organize a 7 member group project
- Experienced with GLES 2.0, Box 2D, WebGL, MonoGame and Unity as game development tools
- Familiar with Objective-C and Java as they pertain to IOS and Android development
- Excellent communication skills in a professional environment

Relevant Education

- Recent graduate of the Game Development program at Algonquin College, Woodroffe campus.
 - Experienced with C++, C, C# programming languages
 - Have used Objective C, C++, OpenGL and Box2D to develop simple iPhone applications
 - Have used Java, C++, OpenGL to develop simple Android applications

Relevant Experience

- Lead programmer in a 3 semester long group project to develop a game
 - Regularly use Visio to produce tech design diagrams for myself and group members to follow during implementation
 - Regularly perform code reviews with other group members to maintain a high quality code base
- Have written many games for school and for fun
 - from scratch for Windows using C++ and OpenGL, C++ and Direct X

- C# games using MonoGame and Unity
- Sample projects of mine can be found on my Github account at <https://github.com/jfcameron>
- Demos and explanations of my work can be found at my website <http://jfcameron.github.io/>