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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
  - Have written an OpenGL based renderer in C

- Have written a WebGL based renderer using Javascript
- Demos and explanations of my work can be found at my website  
<http://jfcameron.github.io/>