

Joseph Cameron

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<http://jfcameron.github.io/>

Summary

- Lead programmer for a 3 semester long group project to develop a videogame
- graduated with honors from the Game Development program at Algonquin College, Woodroffe campus
- Experienced with C, C++, C# programming languages and CG, GLSL graphics languages.
- Have written a 3D renderer in C from scratch using OpenGL ES 2.0 that builds for Windows and Android
- Have written a 3D game engine for the web using Javascript and WebGL, featuring a 3D renderer, an entity component system and rigid body physics
- Written hardware accelerated voxel and tile renderers
- Used 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
- Have written programs that make use of an embedded scripting language interpreter (Lua interpreter)
- Familiar with Objective-C and Java as they pertain to IOS and Android development
- Excellent communication skills in a professional environment
- More information on the above mentioned work can be found on my portfolio site: <http://jfcameron.github.io/>

Relevant Education

- Recent honors 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
 - 3 semesters of graphics classes, studying OpenGL, GLSL, Cg, limited HLSL

Relevant Experience

- Lead programmer in a 3 semester long group project to develop a game
 - 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 to maintain a high quality code base
- Have written many games and demos for school and for fun
 - from scratch for Windows using C and C++, OpenGL, Direct X
 - C# games using MonoGame and Unity
 - Have written a cross platform OpenGL based renderer in C
 - Have written a WebGL based renderer using Javascript
 - Hardware accelerated voxel renderer
 - Demos and explanations of my work can be found at my website <http://jfcameron.github.io/>

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
- Did a talk titled "Introduction to WebGL" for a student group at Algonquin College November 2015