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

Summary

- Lead programmer for a 3 semester long group project to develop a videogame
- 3 months experience programming at Marketing Breakthroughs, a web development company
- 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 OpenGLES 2.0 that builds for Windows and Android
- Have written a 3D engine for the web using Javascript and WebGL, featuring a 3D renderer, an entity component system and rigid body physics
- 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 engine (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

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
  - Demos and explanations of my work can be found at my website http://jfcameron.github.io/