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Joakim Hentula
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United Kingdom

Curriculum Vitae - Joakim Hentula

Objective

A position as a programmer creating and applying well designed, flexible solutions for creating state of the art game play integrating physics and artificial intelligence in computer games.

Profile

A programmer with two years of professional games development experience. Disciplined, hard working and with a knack for problem solving. Does not back down from a challenge and is able to learn, understand and apply new technologies in a well organized and efficient manner.

A naturally supportive team-player who has been told he's a great teacher. Positive, creative, listens well and most of all eager to work with and learn from talented people making great games.

Expertise

- C++ (7 years) using STL (5 years)

- Java (2 years)

- OO concepts and practices; Structured design with UML

- Rigid-body physics - have worked with both self developed physics engine, Doom3 and Open Dynamics Engine (ODE)

- Network programming using RakNet and CORBA

- Experience with the Doom3 game engine and Ogre3D graphics library

- Experience using artificial intelligence techniques including behavior trees, state machines and path finding

- Programmed for multiple platforms; Xbox360, PS3, Games for Windows Live, Cell Phone (Java2ME), Dreamcast, C64 (6502 assembly), DOS (x86 assembly)

- Proficient at creating easy to use components

- Always interested in researching and learning new technologies

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Professional experience

- 2008 - 2009, Codemasters, Game programmer - Colin McRae: DiRT2

  - Created the career progression system, several game modes and a framework enabling game modes to run both single player and multi player.

- 2007 - 2008, Codemasters, Game programmer - RaceDriver: GRID

  - Created ghost-lap recording/playback system and PC installer, refactored save systems, integrated Games For Windows integration.

Achievements

- Joined a stale project as lead programmer successfully turning it into a finished product. The game, Pax, was rated second best game of the year 2006 by Swedish Game Awards.

Education

- 2004 - 2007, University of Skövde - Computer Game Development - Programming (Degree of Bachelor of Science with a major in Computer Science)
- 2001 - 2004, IT-gymnasiet, Katrineholm - Information Technologies School (A-level) - Computer technology

Relevant courses

- Programming Methodology
- Algorithms and Data Structures
- C++ Software Components
- Low Level Programming
- Operating System Concepts
- Database Systems
- Distributed Network Design
- Game Physics
- Artificial Intelligence in Computer Games
- Computer Graphics – Implementation and Algorithms
- Software Engineering – Game Development
- Human-Computer Interaction – Applications

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- Project in Game Development (5 weeks full time project)

- Game Development Project - Programming (10 weeks full time project)

- B.CS. Final Year Project (Active ragdolls) (Passed with honors)

Languages

Swedish (native), English (fluent), Spanish (Basic)

References

References will be supplied on request.

Example of previous projects

Please visit http://www.hentula.com for example projects.