

Joel Van Eenwyk

CONTACT INFORMATION

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SUMMARY

- 10+ years experience in software engineering and programming
- Skilled in the following programming languages: C/C++, C#, Python, Java, Haskell, a variety of 3D scripting languages (e.g., MEL, MaxScript, HScript, etc), Tcl/Tk, and some web-based languages (e.g., HTML, CSS, PHP, etc)
- Experienced creating shaders visually (in Houdini and Maya) and with shader languages for real-time systems (e.g., GLSL) and film (e.g., Renderman)
- Extensive experience with the Windows API along with the cross-platform window toolkit wxWidgets
- Skilled in the use of many 3D packages including: Maya, Side Effects Houdini, and 3dsmax.
- Very familiar with a variety of tools including Visual Studio, Metrowerks Codewarrior, Perforce, and SCons.
- Skilled in management of software projects
- Experienced in writing technical documentation

GAME TITLES

2012 – Destiny [Bungie]

2012 – Spec Ops: The Line (PS3) [2K Games]

2010 – The Tomb Raider Trilogy (PS3)

2010 – ESPNU College Town (Facebook)

2010 – Tony Hawk: RIDE 2 (PS3/360 and Wii)

2009 – Tony Hawk: RIDE (PS3 and Wii)

2008 – Tomb Raider: Underworld (PS2 and Wii)

2004 – Unreal Tournament 2004 (PC)

EXPERIENCE

Nov 2011 – Present. Field Application Engineering Manager at Havok

- Managed the China, Korea, Europe, Japan, and North American Field Application Engineering team. Traveled to each region frequently to help identify needs of each region and communicated those needs to the product managers.
- Worked closely with product managers to get client feedback into the roadmap
- Created numerous tools to evaluate software performance and improve internal processes (e.g. starting software evaluations)
- Professional services at Bungie and other studios
- Presented at China Joy, Tizen Conference, and Siggraph
- Handled numerous client visits in China and did presentations in Chinese

Aug 2007 – Nov 2011. Programmer at Buzz Monkey

- Developed graphics engine for PS3
- Ported next-gen engine to PS2 and Wii
- Low level graphics programming for PS2 and Wii
- Tool coding within the Maya pipeline
- Managed build process through custom build scripts (mostly in Python)

Aug 2006 – Dec 2006. Teacher’s Assistant for Game Design Course

- Taught cross-platform interface development with wxWidgets
- Taught basics of game creation with SDL

2003 – 2004. Co-Author of “Mastering Unreal Technology: The Art of Level Design”

Sams Publishing 2004 (www.sampublishing.com)

- Authored around seven chapters covering technical aspects of the Unreal Engine, various portions of UnrealEd, and the techniques involved in creating levels for Unreal.
- Conducted extensive R&D work throughout the book’s development.

2003 – 2004. Chief Technical Officer at 3DBuzz, Inc.

3DBuzz Inc. (www.3dbuzz.com) is a company that offers computer-based training to the 3D industry. During my time with 3DBuzz as CTO, I achieved the following:

- Speaker and Presenter at trade shows within the 3D and gaming industries in N. America and Europe. (e.g. GDC, Siggraph, etc.)
- Partnered with Epic Games Inc. (www.epicgames.com) to design and develop enhancements for UnrealEd, the application used to create and modify content for the Unreal® Game Engine.
- Produced computer-based training in the fields of C++ programming, Maya API, MEL/Unreal/Houdini scripting, and so on.
- Instructed an intensive training course on how to use C++ and the Maya API to create plug-ins for Maya.

1998 – 2012. Freelance Developer

- 2001. Developed a graphing module for stock management program P.R.O.F.I.T Trader in Visual Basic 6.0.
- 1999. Designed, developed, tested, and documented a stand-alone program called Picture Scroller, which was later distributed as shareware.

EDUCATION

2007. Outstanding Senior at KU

An award that is given to one student in each academic major based on professor recommendations and academic achievements.

2002 – 2007. BS in Computer Science at KU

Received a Bachelor of Science in Computer Science at the University of Kansas with a cumulative GPA of 3.64.