Joel Van Eenwyk

CONTACT INFORMATION

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SUMMARY

- 10+ years experience in software engineering
- 4+ years in leadership roles
- Extensive programming languages experience including: C/C++, C#, Python
- Extensive scripting language experience including: MEL, MaxScript, Tcl/Tk, Javascript
- Shader creation: Houdini, Maya, GLSL
- Cross-platform front-end development including: wxWidgets, Tcl/Tk
- Extensive experience with DCC packages: Maya, 3dsmax, and Side Effects Houdini
- Experienced with various tools: Visual Studio, Perforce, Git

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. Principal Field Application Engineer
- Manage China, Korea, Europe, Japan, and North American Field Application Engineering team. Travel to each region frequently to help identify needs of each region and communicate those needs to product managers.
- Work closely with product managers to get client feedback into the roadmap
- Created and actively maintain numerous tools to aid process (e.g. email generation, benchmarking, etc)

Aug 2007 – Nov 2011. Programmer at Buzz Monkey
- Worked on tools pipelines within 3dsmax and Maya
- Ported games to various platforms including PS3, PS2, and Wii with a focus on graphics and platform optimization

Aug 2006 – Dec 2006. TA at University of Kansas

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

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

1998 – 2012. Freelance Developer

EDUCATION

2007. Outstanding Senior at KU

2002 – 2007. BS in Computer Science at KU