Joel Van Eenwyk

# Contact Information

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# Summary

* 11+ years experience in software engineering
* 5+ 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 (FAE)

* Managed FAE team in Europe, Japan, and North America. Visited clients worldwide to identify product needs and drive roadmap for Havok SDK.
* Work closely with product managers to distill client feedback into the roadmap.

## Nov 2011 – Oct 2015. Field Application Engineer (FAE)

* Managed China, Korea, Europe, Japan, and North American FAE team. Visited clients, presented at conferences, and used that experience to drive 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