# Paul Grenning

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**Objective**    To obtain a full time position in video game development

**Education**    **University of Illinois at Chicago (UIC)**
Engineering degree in Computer Science, December 2010
Major GPA: 3.62/4.0                Overall GPA: 3.34/4.0

**Skills**    Java, Processing, C, C++, C#, Visual Basic .Net, Visual Basic 6.0, Assembly Language, Unit Testing in Java(JUnit) and C#(csUnit), Ruby, Ruby On Rails, Javascript, CSS, Familiar with CVS Server, SVN, and git

**Experience**    **Obtiva,** Chicago, IL 05/2010-08/2010
Web Development
- Linux Distro: Ubuntu 10.04
- Heroku Hosting
- Ruby and Ruby On Rails
- Javascript and the JQuery API
- CSS Design
- Compatibility with major broswers

**Video Game Design,** UIC, 01/2010-05/2010
Team Lead for my video game project
- Multisite development with developers at UIC and LSU
- Cross functional development with programmers, artists, and musicians
- Planned and facilitated video conferences through Skype
- Pair programmed using Skype screen share and in person

Achieved best graphics and animation
- Developed game engine and physics engine

Achieved best sound and music
- Designed sound manager and music handler

**Zebra Technologies,** Vernon Hills, IL 05/2008-12/2008, 05/2009-08/2009, 12/2009-1/2010
*Agile Development*
- Experience in Iteration Planning, Test Driven Development and Planning Poker

*Software Design*
- Contributed C code to the Common Unix Printing System (CUPS)
- Developed RFID testing program in Liberty Basic
- Wrote a C# program to compute lengths of different barcodes so that any barcode could be printed on any size label
- Participated in writing a C# application to communicate with any  printer through a C API
- Created a login program in Java application using SWT

*Software Testing*
- Wrote Visual Basic 6.0 program to do automated testing on printer drivers
- Participated in creating LabView program to test printer firmware
- Wrote unit tests for applications in Java and C#
- Coded label printer tests using the Zebra Printing Language(ZPL)

**Coursework**    Game Design, Software Engineering, Advanced Algorithms, Artificial Intelligence, Data Structures and algorithms 1 and 2, Operating Systems, Languages and Automata, Software Design, Computer Architecture, Logic and Design, Computer Ethics, and Computer Organization

**Interests**    Developing video games, building computers, computer software, playing computer games, mathematics, intramural sports, skiing, snowboarding, pool, Frisbee, and Kung Fu