

# Paul Grenning

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<b>Objective</b>	To obtain a full time position in video game development
<b>Education</b>	<b>University of Illinois at Chicago (UIC)</b> Engineering degree in Computer Science, December 2010 Major GPA: 3.62/4.0                      Overall GPA: 3.34/4.0
<b>Skills</b>	Java, Processing, C, C++, C#, Visual Basic .Net, Visual Basic 6.0, Assembly Language, Unit Testing in Java(JUnit) and C#(csUnit), Familiar with CVS Server and SVN
<b>Experience</b>	<b>Video Game Design, UIC, 01/2010-05/2010</b> Team Lead for my video game project <ul style="list-style-type: none"><li>• Multisite development with developers at UIC and LSU</li><li>• Cross functional development with programmers, artists, and musicians</li><li>• Planned and facilitated video conferences through Skype</li><li>• Pair programmed using Skype screen share and in person</li></ul> Achieved best graphics and animation <ul style="list-style-type: none"><li>• Developed game engine and physics engine</li></ul> Achieved best sound and music <ul style="list-style-type: none"><li>• Designed sound manager and music handler</li></ul> <b>Zebra Technologies, Vernon Hills, IL 05/2008-12/2008, 05/2009-08/2009, 12/2009-1/2010</b> <i>Agile Development</i> <ul style="list-style-type: none"><li>• Experience in Iteration Planning, Test Driven Development and Planning Poker</li></ul> <i>Software Design</i> <ul style="list-style-type: none"><li>• Contributed C code to the Common Unix Printing System (CUPS)</li><li>• Developed RFID testing program in Liberty Basic</li><li>• Wrote a C# program to compute lengths of different barcodes so that any barcode could be printed on any size label</li><li>• Participated in writing a C# application to communicate with any printer through a C API</li><li>• Created a login program in Java application using SWT</li></ul> <i>Software Testing</i> <ul style="list-style-type: none"><li>• Wrote Visual Basic 6.0 program to do automated testing on printer drivers</li><li>• Participated in creating LabView program to test printer firmware</li><li>• Wrote unit tests for applications in Java and C#</li><li>• Coded label printer tests using the Zebra Printing Language(ZPL)</li></ul>
<b>Coursework</b>	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
<b>Interests</b>	Developing video games, building computers, computer software, playing computer games, mathematics, intramural sports, skiing, snowboarding, pool, Frisbee, and Kung Fu
<b>References</b>	Available upon request