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Calvin J. Fry

Objective

To find a career that will make good use of my technical skills and creative abilities.

Education

2002-2006 University of Pennsylvania Philadelphia, PA

- Bachelors of Science in Engineering in Computer Science
- Minors in Mathematics and Psychology.

Coursework

Programming Languages and Techniques, Mathematical Foundations of Computer Science, Computer Architecture, Operating System Design, Corporate Management, Managing Emerging Technology, Economics, Marketing, Corporate Finance, Virtual World Design, Cognitive Psychology, Graphics, Animation

Skills

- Experience with Visual C++, Visual Studio .NET, and Game-Core
- Very familiar with Windows and Unix
- Able to create User Interfaces and other interactive systems.

Experience

Summer 2006 Human Modeling and Simulation Philadelphia, PA

Simulation Programmer and Designer

- Designed and Implemented a Real-Time Military Simulation
- Programmed in the Game-Core Engine
- Created a Design Document and Made Design Decisions
- Integrated an Inverse Kinematics System and Vision Processing System into Game-Core

Summer 2005 Language and Information in Computing Philadelphia, PA

A.I. Programmer

- Worked on a Java based Batch Processing AI
- Dealt with Natural Language Processing techniques and methods

Learned rudimentary Real-Time AI learning algorithms

Current Projects

- Chasm (working title) – a Pen and Paper role-playing game based on the D20 system. Focuses on Pulp feel and fanciful technology. Plan on adapting to a Massively Multiplayer Online RPG.
- Test Tube – A Java Game that combines the fast paced action of PipeDream and the Puzzle Gameplay of The Incredible Machine. Will be used as a subsystem in the Chasm MMORPG.
- Modeling Emergent Behaviors Using Societal AI (Senior Project) – this is an experiment in simulating more realistic group behaviors using communication models and learning algorithms to enhance existing game AI systems.

Interests

Creating and playing immersive, deep games. Member of the Science and Technology Wing, a residential learning program at the University of Pennsylvania. Avid reader and amateur writer.