

# Shawn Blakesley

portfolio: [shawnblakesley.github.io](http://shawnblakesley.github.io)

shawnblakesley@gmail.com  
(916) 316-4815

6801 Leisure Town Rd. Apt. 98  
Vacaville, CA, 95688

## Objective

Develop high quality, state-of-the-art software to help create the next great game

## Technical Skills

Java, C++ (including C++11), C, C#, GLSL, Perl, Python, CMake, JavaScript, Boost, OpenGL, DirectX, CUDA, OpenCL, and Qt (among many others)

## Education

### California State University Sacramento

Fall 2011 – Fall 2013

Graduate level coursework focusing on artificial intelligence and security

### California State University Sacramento

Fall 2007 – Spring 2011

Bachelors of Science – Computer Science  
Minor – Physics

## Experience

### Volcano Corporation

*Software Engineer II*

Jun. 2012 – Jan. 2014

Designed and created an automated integration test system  
Assisted in the design of an asynchronous medical software platform  
Developed code and documentation at a medical-grade standard  
Promoted from intern to level 2 engineer

### ITEST Summer Program at CSUS

*Head Instructor*

Summer 2013

Directed high school students in developing an elementary-level math educational game  
Shipped a simple game from the role of project manager  
Taught introductory game programming skills using Greenfoot

### Peer and Academic Resource Center

*Adjunct Instructor*

Fall 2011 – Spring 2013

Supplemented students' education in an introductory programming class at CSUS  
Taught two sections of college-level introductory programming per semester

## Projects

| <i>Project</i>                | <i>Contribution</i>                             | <i>Language</i> |
|-------------------------------|-------------------------------------------------|-----------------|
| IVUS on OFact                 | Statechart design and implementation            | C++             |
| Automated Test System         | Design, documentation, and implementation       | Perl/C++        |
| Build System                  | Maintained and extended CMake macros            | CMake           |
| ZLife: 2D Zombie Path-finding | Designed graphical representation and AI        | Java            |
| Senior Project                | Project Lead                                    | C#              |
| 3D Candy Collector Game       | Headed UI and 3D graphics engine                | Java            |
| OpenGL 3D Engine              | Created engine using JOGL                       | Java            |
| Steganographic Encoder        | Developed user interface and encoding algorithm | Java            |

## Achievements

### International Collegiate Programming Contest

Fall of 2010 and Fall 2011

First place in local Sacramento State Contest (in a team of three)  
Ranked 27<sup>th</sup> of 75 teams in the Pacific region for 2010 and 36<sup>th</sup> of 94 teams in 2011

References upon request