

# Shawn Blakesley

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

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## Objective

Working with the best and brightest in the industry to develop high quality, state-of-the-art software

## Technical Skills

Java, C++ (including C++11), C, C#, GLSL, Perl, Python, Lua, CMake, JavaScript, .Net, FMod, Boost, OpenGL, DirectX, CUDA, OpenCL, Qt, Unity, Bullet Physics, and many more

## Education

### California State University Sacramento

Fall 2011 – Fall 2013

Graduate level coursework while teaching two undergraduate courses

### 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