Shawn Blakesley

portfolio: *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, Lua, CMake, JavaScript, 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 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

Project	Contribution	Language
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 27th of 75 teams in the Pacific region for 2010 and 36th of 94 teams in 2011

References upon request