Tim Beaudet   timbeaudet@yahoo.com   (207) 595 4325   http://www.timbeaudet.com/portfolio/

- Tools, Engine, Audio, Visual, User Interface, Gameplay, <u>7 shipped titles</u>
- 5+ years with: **C++**, DirectX, OpenGL, STL, Win32, Visual Studio, SVN
- C#, Lua, Python, ActionScript3, Objective-C, HLSL, Perforce, Blender, Maya, Photoshop, zlib, OggVorbis, OpenAL, Unity

EMPLOYMENT HISTORY:

Game Programmer, ImaginEngine (a Foundation 9 Studio), Framingham, MA   2010-2012
ImaginEngine is a developer of casual, console, handheld, pc and mobile games.

Programmed most of the ~20 minigames, world map, and in the role playing / adventure *Monster High: Ghoul Spirit* (Wii) game. Added sounds and support for the *Apples to Apples* (XBLA) game. Prototyped a physics based game, serious application and added features to an augmented reality game for the iPhone and iPad with Lua and the Corona framework. Added a deck manager to an unannounced Windows Phone 7 game. Designated build engineer for Windows Phone 7.

Tools Engineer, 8monkey Labs, Cedar Falls, IA   2007-2009
8monkey developed its multi-platform Marmoset Engine. They also develop games like the action-shooter: Darkest of Days for Xbox 360 & PC.

For the *Mamoset engine*; expanded art pipeline with to export animations in batches. Implemented threaded file-system with zlib for fast loading of compressed archives. Maintained Habitat (level editor) using C++ and OpenGL In *Darkest of Days* I polished user interface based on mockups for streamlined experience. Localization tables to support multiple languages.

Game Programmer, Contract / Consulting   2007-2010

- ➢ Client: Harmonix Music Systems, Inc. (2010) - Debugging support on Xbox 360 and PS3 on *Rock Band 3*. Analyzed memory reports to reduce leaks and fragmentation.

- ➢ Client: Stratogon Entertainment (2008/2009) – Engineer – Updated *Wild Wild Trains* (iPhone) level editor on PC with C++/Win32. Learned Objective-C and developed a data driven framework for *Warp Defense* (iPhone).

- ➢ Client: Stratogon Entertainment (2007) – Lead Programmer – Lead a team of 3 programmers on *XBLA project* using the XNA framework, C#. Integrated streaming music with OggVorbis into downloadable PC game for smaller size. Put in charge of prototyping a concept on PC that was later turned into an iPhone game.

PERSONAL HISTORY:

2012 *Snake*, Exploring and learning the basics of development with the Unity engine.
2012 *First Person Platformer*, C++, OpenGL, SDL collaboration concept project of 'mario in first person'.
2012 *OverGameEditor framework*, a small Win32 based C++ library for creation of usable in-game editors.
2011 *BusTown*, project for exploring ActionScript3, FlashPunk and FlashDevelop.
2011 *LudumDare 21 and 22,* 48hr games with **my** DirectX framework and C++.
2011 *BlenderExporter*, An exporter script in Python for Blender that outputs mesh data in a way my framework reads.
2010 *Vacuum Swarm*, A weekend collaboration project in C++, OpenGL and SDL. Designed mechanics without theme.
2010 *Scrapyard Racing*, A top-down 2D racing game on PC with a highscore table in MySQL
2009 *TireSimulator*, Point-mass system of springs for a visually deformation. C++, OpenGL, DirectX, HLSL
2008 *DashForCash*, Modded a racing simulator using TCP. Also MySQL for tracking player progress/statistics.
2007 *RacerX*, Arcade racing with VoiceOverNet, Track Editor, point-to-point AI, sorting back/front of transparent billboards.
2005 *Traffic*, Collaborated with a classmate to design and develop a game in 48 hours, before we were taught graphics.

EDUCATION:
Bachelor of Science in Game Design and Development, Full Sail University, Winter Park, FL, 2006
Technical Lead on 5 month final project: *Snowball Fight!* Real-time Strategy game on PC with DirectX.

Willing and Able to Relocate ♦ References and Code Samples Available Upon Request