Jeffrey R. Lansing

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6000 Reynolds Drive #348
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• Objective

To obtain an entry level position developing, implementing, and/or testing software.

• Education

Rochester Institute of Technology, Rochester, New York
(2008 - 2012)

B.S. in Game Design and Development
GPA: 3.716 PFOS: 3.730

• Job Experience

iD Tech Camps
Camp Instructor   (Summer 2009 - 2010)

- Instructed classes in courses pertinent to software and game development for the Unreal Editor, Hammer Editor, Warcraft 3 Editor, and Starcraft Campaign Editor.

RIT Center for Campus Life
Web Developer   (Winter 2010 - Current)

- Maintain databases and dynamic web pages for the Center's information and services using a variety of languages (PHP, JavaScript, and SQL), tools (phpMyAdmin), and OOP concepts (Model – View - Controller).
- Link to our main webpage: http://tinyurl.com/5upvldn

• Projects

SDL Ray Tracer (http://tinyurl.com/73r6o6b)
- A procedural ray tracer written in standard ANSI C with functions that mimic the functionality of OpenGL. Features ray casting support for multiple shapes, view and model transformations, materials, and optional super sampling.

Understanding Bounding Volumes (http://tinyurl.com/42lxraf)
- Demonstrated my knowledge and ability to explain the topic thoroughly to others. Provided fully working code for every algorithm and operation explained in the paper.

C Data Structures Library (http://tinyurl.com/3mkstzf)
- A consistent data structures library written in C with support for dynamic arrays, linked lists, stacks, queues, binary trees and hash tables.

Generic XNA Toolset (http://tinyurl.com/3dj2myb)
- A complete game engine with scene graphs, input querying, rigid body physics, process management, keyframed animations, and utilities for debug drawing, logging, and in game consoles.

Resonance (http://tinyurl.com/3fgcl7l)
- Worked on a six person team designing and developing an original concept with a full game, editor and design document.

Code Zero (http://tinyurl.com/722nwkz)
- Worked on a quarter long project implementing components and writing gameplay code for a Mega-Man remake

Fractal Terrain Generator (http://tinyurl.com/3o9xag9)
- Implemented a variety of procedural terrain generation algorithms with OpenGL 4

• Skills

Technical
- Languages Used: C (ANSI/C99), C++ (98/03), C# (3.5, 4.0), ActionScript (3.0), Lua, Java, MySQL, PHP, JavaScript
- Development Environments: OpenGL, DirectX, Flash, XNA, Visual Studio, Unity, Photoshop, Maya, UNIX