JOHN ERICKSON

http://jerickson-programmer.com   john@jerickson-programmer.com

---

COMPUTER SKILLS

Languages
- Proficient in: C++, C
- Familiar with: C#, Java, Python, Actionscript, Torquescript, Lua

Software
- IDEs: Microsoft Visual Sudio, Eclipse
- Game Engines: Gamebryo 2.6, Panda3D
- Platforms: Microsoft Windows XP, Flavors of Linux
- Other: Perforce, Adobe Flash, Torque Gamebuilder, 3D Math (Linear Algebra)

EXPERIENCE

Software Engineer   Aug. 2008-Present
Florida Interactive Entertainment Academy

- **Sultans of Scratch (Feb. 2009 – Aug. 2009)**
  - Integrated custom DJ peripheral into input interpretation system
  - Developed C# tool to assist designers in iteration of Combo System
  - Developed and implemented Combo System Architecture
  - Developed generic, platform independent input interpretation system
  - Implemented Score System with Environmental User Interface
- **Cross Platform Data-driven Game Engine (Jan. 2009 – Aug. 2009)**
  - Developed Cross Platform Game Engine as part of Spring and Summer semester classes
  - Implemented Event System Architecture
  - Implemented Data Driven Architecture
  - Implemented Shunting Yard Algorithm parser
  - Implemented Text Rendering in OpenGL, DirectX and X-Box
  - Implemented XML-based scripting language
  - Implemented part of an Impulse-Based Physics Engine
- **Chain Game (Jan. 2009 – Feb. 2009)**
  - Integrated PhysX into Gamebryo 2.6
- **Rapid Prototyping (Aug. 2008 – Dec. 2008)**
  - Developed 4 Rapid Prototypes, three two week projects and one five week project
    - Defender Dib in Torque Game Builder, featured on FIEA and Garage Games websites
  - Developed a game in flash on a Multitouch screen
- **Galagamania (Nov. 2008 – Dec. 2008)**
  - Programmed Gameplay for a two-player cooperative re-envisioning of Galaga
  - Developed in OpenGL, Ported to X-Box

Software Engineering Intern   2004-2007 (summers)
Sandia National Laboratories International Programs Building
- Developed tools in Visual C++ to assist programmers
- Tested software and installed hardware
- Obtained L-level Clearance in third year as Intern

EDUCATION

University of Central Florida,   Dec. 2009
Florida Interactive Entertainment Academy
Orlando, Florida
- M.S., Interactive Entertainment Programming, 3.8 GPA (Current)

Colorado State University   Dec. 2007

Fort Collins, Colorado
- B.S., Computer Science with Honors Recognition, 3.54 GPA
- Minors in Japanese and Mathematics

GROUP AND LEADERSHIP EXPERIENCE

Colorado State University Student Organizations   2004-2007

Fort Collins, Colorado

- 1 year as Treasurer, 2 years as President of the CSU Anime Club, 50+ student members