



David Hamersly

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Education:

Full Sail Real World Education
Bachelor of Science in Game Design and Development

Winter Park, FL
June 2006

Skills and Software Experience:

Programming:

C/C++
Win32
MFC
Renderware
OpenGL
Direct3D
DirectInput
DirectSound
MEL

Content Creation:

Maya 6.0
Adobe Photoshop CS2
UnrealEd

Tools:

Cygwin
Intel VTune
Alienbrain
Visual Paradigm

Office Applications:

Microsoft Word 2003
Microsoft Excel 2003
Microsoft PowerPoint 2003
Microsoft Visio 2003
Microsoft Project 2000

Academic Projects:

2d Animation Editor/Handler:

Editor loads sprite sheet and composes animations based on user input
Handler loads in and handles animations exported from editor
Created for 2 month long 4 person team project
Used MFC with DirectX
Duration of project: 1-2 weeks

Realistic Vehicle Physics Simulation:

Simulation demonstrating realistic vehicle physics
Used OpenGL and Euler Integration
Duration of project: 4-5 weeks

Cattle Battle:

5 month long original game project in 6 person team
Wrote Maya exporters for level, skinned animations, static geometry
Used MEL and Maya C++ API
Duration of project: still in progress

Work Experience:

Best Buy Jan. 2003 – Jul 2004 Dickson City, PA 18519

Worked as a cashier in Operations
Trained new Operations employees
Learned many people/communication skills

Montage Mountain Nov. 2002 – Mar 2003 Scranton, PA 18505

Worked as a snowboarding instructor
Taught all ages on beginner to expert levels
Learned more about communication here than anywhere