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Jean Ferreyra

OBJECTIVE

To obtain a challenging position where I can continue learning and using my abilities to the fullest.

PROFESSIONAL EXPERIENCE

August 2006 – January 2008 DESTINEER Plymouth, MN

Software Engineer

- Helped create UI system using XUI and implemented menus.
- Gameplay programming including Player feedback & AI spawn systems.

EDUCATION

August 2004 – June 2006 Full Sail Real World Education Orlando, FL

Game Design and Development – Bachelor of Science

- Perfect Attendance Award – 3.26 GPA.
- Course Director's Award – Software Architecture.

MAIN ACADEMIC PROJECTS

Cattle Battle: Gameplay Lead – 3D

- Created math and game collision libraries.
- Weapons implementations along with object/entity manager.
- Communicated effectively with the team to achieve game goals.

Aftershock: Gameplay Lead – 2D

- Designed game's characters & back story.
- Designed all six levels.
- Implemented basic enemy AI along with testing balance of game.

SKILLS

- **Software:** OpenGL, DirectX, RenderWare, C++.
- **Tools:** Microsoft Office, UT Map Editor, Perforce Source Control.
- **Personal:** Team Oriented, Fast Learner, Creativity, Passion for Games.
- **General:** 2D/3D Graphics & Math, Game Design & Documentation.

DESTINEER REFERENCES

Mark Hagfors - Lead Engineer mark@hagfors.net
Leo Bartkus – Lead Gameplay Engineer leo_bartkus2000@yahoo.com