

# R.J. Jundt

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## Technical:

Languages	APIs/Frameworks	Libraries	Software
<ul style="list-style-type: none"><li>● C/C++</li><li>● C#</li><li>● Lua</li><li>● HLSL/Cg</li><li>● C++/CLI</li></ul>	<ul style="list-style-type: none"><li>● DirectX 9.0c</li><li>● XNA Game Studio</li><li>● Win32</li><li>● Pthreads</li><li>● .NET Framework</li></ul>	<ul style="list-style-type: none"><li>● STL</li><li>● Allegro</li><li>● wxWidgets</li><li>● Boost</li><li>● TinyXML</li></ul>	<ul style="list-style-type: none"><li>● Visual Studio 2005/2008</li><li>● Subversion (SVN)</li><li>● Mercurial (Hg)</li><li>● AMD RenderMonkey</li><li>● Enterprise Architect</li></ul>

## Summary of Qualifications:

- An understanding of object-oriented programming and commonly used data structures, algorithms and design patterns.
- Solid 3D math/linear algebra skills.
- Excellent debugging and testing skills.
- Highly self-motivated.
- Superb teamwork skills and a strong team-player.
- Excellent written and oral communication ability.

## Related Experience:

- **Realmware, Inc.** 2008
  - ◇ Role: Intern
    - Wrote post-processing HLSL shaders to be used in the Visual3D.NET engine.

## Game Projects:

- **Rainy Day:** C++ demo using DirectX 9.0c
  - ◇ Role: Sole Programmer
    - Features an HLSL shader that procedurally generates normals maps used to reflect/refract the scene.
    - Boasts particles that collide and react with water to create realistic ripples.
- **Particle Effect Editor:** C++ and C++/CLI tool using DirectX 9.0c
  - ◇ Role: Sole Programmer
    - Allows users to create, save and load particle effects.
    - Features an HLSL shader that calculates the positions of particles based on customizable parameters.
- **PuyoLove:** “Puyo Pop” clone using the LÖVE 2D Game Engine
  - ◇ Role: Sole Programmer
    - Gameplay code written in Lua.
    - Features particle effects, separate game modes, game state manager and customizable controls.
- **Table Hockey Game:** C#/XNA Game Studio game
  - ◇ Role: Lead Programmer/Graphics, Physics and Gameplay Programmer
    - Wrote all 3D rendering, collision detection/reaction, and gameplay subsystems.
    - Wrote HLSL lighting and materials shaders.
    - Wrote XML scene description parser.

## Education:

- **University of Advancing Technology** 2006-2009
  - ◇ Bachelor of Science in Software Engineering
    - Focus: Game Programming
    - Summa Cum Laude