

William D. Bell

Experience

- 2007-2008 **Florida Interactive Entertainment Academy** Orlando, FL
- Zephyr: Tides of War, Lead Programmer
- Led team of 5 student programmers to build game prototype
 - Lauded by faculty as best student vertical slice in school's history
 - Researched 3D game engines before selecting Gamebryo from Emergent
 - Integrated speech recognition software (VoiceIn) licensed from Fonix
 - Worked with producers and artists to design and build camera system
 - Programmed cannonball ballistics and gunner AI for airship combat
 - Created C# front-end for a drag-and-drop mission building tool allowing producers and designers to rapidly create new missions
- Alterra, Development Lead
- Created 2D flash-based adventure game featuring player modifiable terrain
 - Game selected as one of three finalists in shockwave.com design contest
- Shift-A-Brick, Co-Author
- Designed and programmed Tetris clone incorporating shifting playing field
 - Developed game on PC using OpenGL and ported to Xbox SDK
- Won fastest sort competition written in assembly (68K) by order of magnitude
- 1998-2007 **Communications Officer, US Air Force**
- Information System Security Engineer National Security Agency, MD
- Assessed Security for Army and Air Force Command and Control Systems
- Chief, Mission Software Buckley AFB, CO
- Developed and led software testing for satellite-based missile warning system
- Information Assurance Officer Incirlik AB, Turkey
- Responsible for base network security

Skills

Programming Languages: C/C++, C#, Actionscript 3.0, XML, 68K Assembly

Tools/APIs: Perforce, OpenGL, DirectX, XBOX SDK, Flash, Fonix VoiceIn, Photoshop, Maya
MS Visual Studio 2003 & 2005

Engines: Gamebryo, Panda 3D

Certified Information Systems Security Professional (CISSP) Certification

Education

- Dec 2008 Florida Interactive Entertainment Academy (FIEA) Orlando, FL
M.S. in Interactive Entertainment
- Aug 1998 University of Southern Mississippi Hattiesburg, MS
B.S. in Computer Science