

Chase Ruppert

Education	M.S., Interactive Entertainment – 3.6 GPA Florida Interactive Entertainment Academy at the University of Central Florida	2008			
	B.S., Computer Science – 3.6 GPA University of Central Florida - President's Honor Roll, Dean's List	2007			
Languages	C/C++ Assembly (MIPS, 68k)	C# GLSL	Java XML/HTML	Python ActionScript	UML SQL
Software/ Platforms/ APIs	XBOX XDK Visual Studio .NET Perforce	GNU Debugger gcc Doxygen	OpenGL Maya Linux	Gamebryo Torque Panda3D	Flash DSP IBM Mainframe z/OS
Foreign Language	Beginning German skills.				

Work Experience

- Game Programmer, Zephyr: Tides of War* 2007-2008
- Developed *Zephyr* game in C++ with a team composed of five programmers, five artists, and six producers.
 - Implemented an XML-driven mission system that allows spawning, timed events and volumetric triggers.
 - Created visual damage system that features varying amounts of damage and destruction.
 - Familiarized myself with art pipeline and worked with integrating animations and dynamic shadows.
- Atom Game Developer, Morphin' Marvin* 2007-2008
- Created and submitted *Morphin' Marvin*, an award-winning 2D Flash game for Shockwave.com.
 - Developed *Morphin' Marvin* to be playable on Shockwave.com.
- Research Assistant, UCF Computer Vision Lab* 2007
- Detected and tracked objects via video surveillance using a fixed-point digital signal processor (DSP) and C.
- Computer Science CO-OP, United Space Alliance (USA)* 2005-2006
- Verified and tested reusable C++ components for Space Shuttle Flight Software Application Tools.
 - Automated transfer of NASA Space Shuttle mission-critical data from an IBM mainframe to Excel.
 - Designed and developed automation tools for retrieving and parsing data from multiple database sources.
 - Developed and distributed a company-wide tool which aligned departments with the company's vision.
- Lead Programmer - Comp. Sci. CO-OP, Cert-O Interactive & Biometrics DSI* 2004
- Developed +15,000 source lines of C++ .NET code for a biometrics (finger-scanning) managerial application.
 - Transitioned a new programmer into the biometrics project and authored a user's guide for the application.
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Academic Experience

- *XBOX XDK*: Created a cross-platform game engine from scratch that builds and runs on the XBOX; worked with another programmer to develop an OpenGL PC game and port it to XBOX.
- *C++ Skills*: Created a cross-platform, 3D text-rendering, networked, XML-driven game engine from scratch in six, 40-hour weeks, that builds and runs for OpenGL, Direct3D, and XBOX; integrated a memory allocator into game engine and eliminated over 700 memory leaks in 22 hours.
- *Computer Graphics*: Wrote custom shaders in GLSL (Phong shading, cube and normal mapping); casted projected shadows in OpenGL; learned concepts of projective reflections and some ray-tracing.
- *Multithreading & Networking*: implemented UDP 3-way handshake in C++ game engine; developed multithreaded TCP/IP client and server applications in C#; wrote multithreaded Java app using monitors.
- *Teamwork*: worked with artists, producers, and programmers on eight separate teams to rapidly prototype game ideas.

Activities	New Orleans Katrina relief Cure Autism Now	Habitat for Humanity March of Dimes	Campus Crusade for Christ Nursing home and homeless outreach
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