

COREY T. FELVER

| | | |
|-------------------|---|-----------------------|
| EDUCATION | Master of Science in Interactive Entertainment Candidate Florida Interactive Entertainment Academy (FIEA) University of Central Florida, Orlando, FL GPA: 3.58 / 4.0 | Dec. 2008 |
| | Bachelor of Science in Applied Computer Science University of Southern Indiana, Evansville, IN GPA: 3.85 / 4.0 | May 2007 |
| | Professional Honors: National Society of Collegiate Scholars, Beta Gamma Sigma, Nominee for 2007 USI Trustees Distinguished Merit Award, USI Dean's List (every semester) | |
| EXPERIENCE | Florida Interactive Entertainment Academy, Orlando, FL Aug. 2007 – Present PROGRAMMER <i>Zephyr: Tides of War</i> <ul style="list-style-type: none">• Worked on a cross-discipline team of 17 students to create a game over the course of two semesters using the Gamebryo engine• Developed the user interface (utilizing Crazy Eddie's GUI System)• Co-authored general gameplay features• Co-created a drag-and-drop mission building tool in C# <i>Other Projects</i> <ul style="list-style-type: none">• Created a cross-platform, XML-driven game engine from scratch• Co-authored an OpenGL, networked version of the board game Crossfire for the PC in C++, and ported it to the Xbox• Built several two-week game prototypes in Flash and Panda3D | |
| | Atlas Van Lines, Inc., Evansville, IN PROGRAMMER INTERN <ul style="list-style-type: none">• Worked independently and on a team to develop custom applications• Debugged code for existing custom applications | Dec. 2006 – May 2007 |
| | Traylor Bros., Inc., Evansville, IN INFORMATION TECHNOLOGY INTERN <ul style="list-style-type: none">• Wrote documentation for custom software• Helped plan a major software conversion• Trained end-users on new software• Provided tech support in-house and over the phone | Jan. 2006 – Dec. 2006 |
| SKILLS | Languages: C, C++, C#, Java, VB.NET, ASP.NET, SQL, HTML, XML, Actionscript, Python, TorqueScript, 68K Assembly | |
| | Engines / APIs / Software: Gamebryo, Panda3D, Xbox SDK, Torque Game Builder, OpenGL, DirectX, Fonix VoiceIn, Crazy Eddie's GUI System, Visual Studio, Perforce, DevTrack, Doxygen, Flash, Photoshop, Maya | |
| | General: Excellent written and verbal communication skills Outstanding interpersonal, leadership, and organizational skills | |