

# Jason B. Mann

## EXPERIENCE

Dec. 2007 – Present Florida Interactive Entertainment Academy Orlando, FL

### Lead Programmer – Zephyr: Tides of War

- Lead a team of five programmers for a PC game project
- Develop systems for AI, audio, input, and game state machines
- Build a C++ game architecture integrated with the Gamebryo engine

Sept. 2007 Florida Interactive Entertainment Academy Orlando, FL

### Programmer – Alterra

- Finalist in Shockwave.com game design competition 2007
- Developed XML based art pipeline and world builder
- Implemented all major systems and features in two- week rapid prototype

Nov. 2007 Florida Interactive Entertainment Academy Orlando, FL

### Programmer – NSMMOG

- Developed four player networked game for PC in C++
- Ported the game from PC to Xbox
- Built game architecture and systems for audio, networking, and game state machines

Jan. 2007 – Aug. 2007 WeoGeo Tampa, FL

### Software Engineer

- Designed custom PNG color quantizer
- Developed image processing software for geological maps
- Programmed software in C/Python for back-end processing of WeoGeo.com

## SKILLS

<b>Languages:</b>	C/C++	<b>API's:</b>	M.S. Visual Studio	OpenGL	<b>Engines:</b>	Gamebryo
	C#		Perforce	DirectX		Torque
	Python		CVS	Adobe Flash		UnrealEd
	XML		Xbox SDK	Adobe Photoshop		Panda3D
	ActionScript 3.0		Fonix VoiceIn	Maya		
	Java		irrKlang	Visio		
	68k Assembly					

## EDUCATION

Grad 2008 Florida Interactive Entertainment Academy Orlando, FL

- **Master of Science in Interactive Entertainment**

Grad 2007 University of South Florida Tampa, FL

- **Bachelor of Science in Computer Science**