

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

Languages:	C/C++	API's:	M.S. Visual Studio	OpenGL	Engines:	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**