

Rafael Sabino

Education **University of Central Florida, Florida Interactive Entertainment Academy**
December 2008

- Master of Science in Interactive Entertainment

University of Central Florida

May 2006

- Bachelor of Science in Computer Science, Minor in Mathematics

Experience **Florida Interactive Entertainment Academy** *Dec 2007– August 2008*
Zephyr:Tides of War - Physics Programmer

- Programmed physics in C++ using the Gamebryo game engine for our game project called *Zephyr*.
 - 3D rigid body kinematics
 - Rope physics
- Part of developer team for *Alterra*, a flash game selected as a finalist in a contest sponsored by shockwave.com
- Created a networked, C++ 2D physics-based simulation of the board game Crossfire for the PC using OpenGL
- Ported a physics-based simulation of the board game Crossfire from PC to the XBOX
- Created an object oriented XML driven 3d game engine on XBOX

Foreign Currency Exchange

March 2006 – January 2008

Coldfusion/SQL Server Developer

- Interpreted detailed functional specifications to develop software that functions exactly as specified
- Developed and maintain company's next generation web application

Biometrics DSI

November 2005 – December 2006

Software Engineer

- Worked with an IGuard biometrics system designed to be used to keep track of employee's time worked. The system was being developed in C# with Visual Studio.Net
- Responsibilities included testing and adding functionality to legacy code.

Skills

- **Languages**

C	C++	C#	Cg
SQL	HTML	XML	Javascript
ActionScript 3.0	Python	Coldfusion	Java
CSS	Assembly 6800	UML	HLSL

- **Graphics Libraries**

- OpenGL, DirectX 9.0

- **Software**

- Microsoft Visual Studio 2003/2005, SQL Server, Adobe Flash CS3, Perforce Source Control, *Xbox XDK development*, Eclipse, Doxygen

- **Game Engines**

- Emergent's Gamebryo, Panda

- **Console Experience**

- Xbox

- **Skills**

- Rapid development game prototyping and development
- Strong teamwork, communication and problem solving.