3D GRAPHICS PROGRAMMER RESUME

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Career Goal:

Seeking the position of 3D Graphics Programmer to aid in organizational growth and development owing to my knowledge in OpebGL, gcm, perforce, Visual studio and 3D modeling.

Technical Skills:

High technical expertise in implementing 3D graphics API:

- Direct 3D
- OpenGL
- GCM

Profound knowledge of graphic designing software like:

- Adobe Photoshop
- Illustrator, After effects
- Audition, Sound Booth

Thorough with computer languages:

- Java
- C#, Action Script

Proficient in utilizing computer tools like:

- Mudbox
- Flash
- Autodesk Maya

Skilled at 3D modeling including:

- Hard surface modeling
- Texturing, lighting
- compositing

Crystal clear with mathematical concepts:

- Algebra
- Trigonometry
- 3D math

Superb in utilizing rendering techniques like:

- Scenegraphs
- Portal culling
- HLSL and 3D shades

Sound abilities to:

- Effectively implement software development methodologies
- Developing and executing 3D game- Engine

Relevant Experience:

3D Graphics Programmer
Rockstar Games
January 2012 – Present
Southfield, MI

- Developed and implemented solutions as per game design requirements.
- Executed program code and formulated coding standards.
- Prepared and maintained technical documentation for engineering teams.
- Assisted in optimization of program code and data sources.
- Prepared debugging tools for designers and artists.
- Participated in understanding of latest technologies and algorithms.
- Programmed and developed technical languages such as C and C++.

- Created graphics architecture and analyzed 3D functions.

3D Graphics Programmer
NCsoft Corporation
November 2010 – January 2012
Bellevue, WA

- Assisted in programming and implementation of tools.
- Coordinated with game developers for formulation of game constraints.
- Designed, developed and installed GIS and 3D software applications.
- Analyzed, debugged and resolved software issues.
- Developed, executed and enhanced graphics engine.
- Maintained game engine systems and implemented game system logic.
- Participated in technical and design discussions of existing systems.
- Reviewed requirements and designed modular systems.

Educational Background:

Master's Degree in Information Technology
Waukesha County Technical College
August 2008 – May 2010
Pewaukee, WI

Professional Certification:

Oracle Certified Professional (OCP) – Java SE 7 ProgrammerJuly 2010

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