
ARTIFICIAL INTELLIGENCE PROGRAMMER RESUME

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Career Goal:

Artificial Intelligence Programmer with strong skills in AI game programming, ID technologies and numerical analysis methods seeking employment in your organization

Technical Skills:

Extensive technical knowledge of UNIX system programming tools:

- LISP
- C
- FORTRAN

Quick and excellent in software tools:

- Owl
- Jastor
- Repast
- Joone

Cognitively expert in AI system development methods:

- Navigation
- Vehicle control
- Path finding

Adept in artificial intelligence software:

- Weka
- ECJ

Well versed with artificial intelligence programming functions:

- Agent based simulation
- Open Source contributions
- Inference Engines

Familiarity with programming systems and networks:

- AI FSM
- Expert system
- Neural network

Strong implementation skills:

- Console development
- Windows programming
- 3D multiplayer engine programming

Technical abilities to:

- Create performance minded games and understand X systems
- Use algorithms and data structured during game development

Relevant Experience:

Artificial Intelligence Programmer
Cycorp Inc.
January 2012 – Present
Home, KS

- Designed run time algorithms and developed AI systems.
- Participated in navigation, vehicle control and decision making.
- Created AI frameworks and implemented AI components for games.
- Suggested and executed navigation features for AI.
- Programmed and managed code for Unity 3D game engines in C#.
- Maintained detailed documentation about code modifications and system designs.

- Prepared and reviewed plans associated with next generation AI solutions.
- Conducted investigation about new game technologies and tools.

Artificial Intelligence Programmer
Robert Half Technology
November 2010 – January 2012
Durham, NC

- Developed automated system for behaviour control and AI reasoning.
- Programmed and executed code and algorithms for games.
- Suggested new practices for enhancements of software development quality.
- Implemented AI features and modifications for existing codebase.
- Participated in incorporation of AI software for finding patterns.
- Provided assistance for integration of integration tools with ontologies.
- Created data and simulation models through Hub and Spoke designs.
- Formulated specifications for arbitrary schemas to support model consensus.

Educational Background:

Bachelor's Degree in Computer Science
New Mexico Highlands University
August 2006 – May 2010
Las Vegas, NM

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