
GRAPHICS PROGRAMMER RESUME

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Career Goal:

A dedicated and driven professional seeking Graphics Programmer position in an organization that offers opportunity to showcase my skills in development of computer graphics.

Technical Skills:

Technically skilled in Adobe tools:

- Photoshop
- Illustrator
- InDesign

Familiarity with 3D graphics API:

- OpenGL
- Direct3D
- gcm

Developed game graphics for:

- PS3
- XBOX360
- PC

Good knowledge of graphic file formats:

- PDF
- JPEG 2000

Effectively worked with:

- Graphics drivers
- Graphic hardware
- Latest graphic techniques

Amazing ability to program:

- Visual effects
- Real-time systems
- Video games

Adept in programming languages:

- C
- Object oriented programming
- GPU

Proficient with game programming strategies:

- Physics
- Networking
- Memory constraints

Relevant Experience:

Graphics Programmer
Cryptic Studios, Inc.
January 2012 – Present
Fresno, CA

- Assisted in architecture and implementation of game engines for multiple mobile devices.
- Prepared game ready assets utilizing extension of art-team friendly tools.
- Executed game asset creation processes in coordination with art and programming team members.
- Provided technical assistance for optimization of graphics engines for game play.
- Resolved technical problems by proper resolution and debugging activities through C++.
- Implemented procedures for creation and maintenance of low level and platform abstraction layers.

- Supported technical team members in debugging of graphics bug on GPU and CPU devices.
- Participated in research and implementation of new graphic technologies and tools.

Graphics Programmer
PieceMaker Technologies
November 2010 – January 2012
Pittsburgh, PA

- Suggested modifications and extensions for existing applications in graphics pipeline.
- Prepared shaders to annex higher quality effects into existing game applications.
- Implemented procedures for adaptation of graphical methods on different platforms for optimal performance.
- Executed effective processes for optimization of existing systems for console and PC console.
- Supported technical team members in development and extension of tool chain for supporting new features.
- Provided technical assistance for porting of existing models and effects to new engine.
- Participated in installation of graphics software applications on new and current simulators.
- Assisted in execution and optimization of special effects in 3D search engines.

Educational Background:

Master's Degree in Computer Science
Seminole State College
August 2008 – May 2010
Seminole, OK

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