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# OPENGL PROGRAMMER RESUME

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## Career Goal:

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To effectively contribute my technical knowledge and skills in C, C++, OpenGL, JavaScript, PHP, C# and Cocos2D as an OpenGL programmer.

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## Technical Skills:

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Sound knowledge of programming languages:

- Lua
- Objective C
- Python, C#

Proficient in application development using:

- C/ C++
- OpenGL API

Virtuoso in utilizing frameworks like:

- Cinder
- OpenCV
- Quartz Composer

Thorough with Mac development using:

- Cocos2D
- Unity3D, PHP
- Monotouch

Technically sound in mobile application development using:

- iOS
- Android

Adept in using tools and technologies:

- Video Playback
- API Quicktime
- Ffmpeg

Expertise in utilizing various operating systems:

- Windows
- Windows Embedded
- Linux

Remarkable abilities to:

- Implement QT framework and various network protocols
- Perform real-time graphic programming and GUI programming

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## Relevant Experience:

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OpenGL Programmer  
Advanced Micro Devices, Inc.  
January 2012 – Present  
Charleston, SC

- Prepared and maintained libraries for demonstration purpose.
- Designed frameworks for modeling utilizing OpenGL.
- Conducted research of 3D graphics algorithms with Direct 3D applications.
- Developed and debugged mobile and other smart phone applications.
- Created program code with C, C++ and OpenGL applications.
- Suggested effective processes for improving existing functionality of Globe.
- Supported new and internal projects with OpenGL ES.
- Formulated and implemented game asset creation procedures for programming teams.

OpenGL Programmer  
Nvidia Corporation  
November 2010 – January 2012  
Santa Clara, CA

- Participated in problem resolution and debugging activities in C++ applications.
- Supported management for project and studio level programs.
- Communicated schedules and progress information to leads.
- Developed solutions for resolving unforeseen designing issues.
- Optimized and implemented graphics engine and supported game play.
- Prepared and executed tools for preparing game ready assets.
- Provided support for interfacing with purchased application components.
- Designed and installed L-system modeling utilizing OpenGL.

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### **Educational Background:**

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Master's Degree in Software Engineering  
Augusta Technical College  
August 2008 – May 2010  
Augusta, GA

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### **Professional Certification:**

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Oracle Certified Professional (OCP) – Java SE 7 Programmer July 2010

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