

# Molly Jameson

Programmer

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## Professional Experience

**Java Game Developer for Big Fish Games (2007 – present):** Programmer for the Online Community making on average three java applets game projects a year.

## Completed Professional Projects

**Unwell Mel** (June 2007 – October 2007) Sole developer for medically themed match three game. Responsible for developing all related tools (including level editor and automated testing system), and maintaining project.

## Student/Independent Projects

- **Super Squirrel 2** (3D platformer) 2006-2007: Programmer in team of 3 programmers. Mentioned in c't magazine.
  - Responsible for physics engine (rigid body physics, hundreds of object collision detection and response, ray casting), game engine and game logic (object manager and event messaging system.)
- **Bikerz Brawl** (XNA game) 2007: Programmer in team of 2.
  - Featuring cross platform support for Xbox360 and Windows.
- **Pirate Spelunkers** (FLASH game) 2006: Solo project.
  - Featuring XML level loading.
- **Robot Apocalypse Racer** (3D racing/Death match game) 2005-2006: Programmer/Producer in team of 4 programmers
  - Responsible for AI (neural network, fuzzy logic, finite state machines, flocking), audio (FMOD), and organizing weekly producer reports.
- **Super Squirrel** (2D side-scrolling game) 2004-2005: Programmer in team of 5 programmers. Submitted to the Independent Games Festival in 2006.
  - Responsible for gameplay and user interface programming.

## Technical Skills

**Programming Languages:** C/C++, Java, C#, ActionScript 2.0 (FLASH), Basic (TI-83), Game Boy Color Assembly (z86), Visual Basic, XML, HTML, CSS

**Tools:** 3DS Max, XNA, Microsoft Office, Microsoft Project, SVN, Visual Studio .NET, Eclipse, Unreal Editor, Direct Input, FMOD, Direct Sound

**Other:** Linear Algebra, Fuzzy logic, Calculus, Quaternions, Splines, Motion dynamics, A\*, Finite State Machines, Skeletal Animation, Image Processing, Winsock

**Graphics:** DirectX 9, OpenGL, GDI/GDI+

## Other Skills

- **Testing and Debugging:** Ability to find bugs, reproducible cases, and solutions.
- **Communication:** Customer service experience and proven ability to work on a team.

## Education

- Graduated from DigiPen Institute of Technology in April of 2007 with a B.S. in Real Time Interactive Simulation (Computer Science): Minor in mathematics.