

# John Smith

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## EDUCATION

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**Western Institute of Technology**, Colleagueville, CA

B.S. Computer Science, May 2008

Cumulative GPA: 3.22 ▪ Major GPA: 3.48

**Relevant Courses** Data Structures & Algorithms (I & II), Computational Structures, Theory of Computation, Computer Architecture, Computer Organization and Programming, Computer Graphics (I & II), Systems Programming, Concurrent Programming, Database Management Systems

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## TECHNICAL SKILLS

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**Languages** C, C++, C#, Scheme, Java

**APIs/Engines** OpenGL, XNA Studio, Ogre3D

**Concepts** Design patterns, extreme programming, real-time artificial intelligence, state machines and automata, UML diagrams/documentation

**Software Systems** Microsoft Visual Studio .NET, Microsoft Office, CVS, Subversion  
Windows, UNIX, Linux

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## EXPERIENCE

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**Lead Developer**, Microsoft *Imagine Cup* Game Development Challenge Team **August 2007 – February 2008**

Formed and led a six-person team of software engineers, artists, and musicians in Microsoft's 2008 Imagine Cup competition. Evaluated the theme of "sustainability" and crafted a game concept in sync with restrictions and allowed resources of the competition. Designed the software's architecture, oversaw and participated in programming and content creation, and managed all stages of development including testing and revisions.

**Assistant Project Manager**, Database Management Systems, Western Institute of Technology **Fall 2007**

Assisted in the organization and management of a team of seven students tasked with developing and deploying a charity website for a client. Interacted with client and led design team to generate initial specifications. Additionally, guided the writing of documentation and headed development of the GUI. Consulted with and monitored programmers responsible for creating PHP code and designing the database.

**Project Lead**, Western Maritime Lab, Colleagueville, CA **May - August 2007**

Tasked with the development of interactive, real-time software to display current velocity, salinity, and temperature data of the Colleagueville River in an intuitive, efficient manner. Interacted with head maritime meteorologist and system administrators to design specifications and evaluate existing formats and standards. Led team of two programmers throughout the design and development process under the supervision of a professor from the Western Computer Graphics Lab.

**Agent Engine Final Project**, Computer Graphics II, Western Institute of Technology **Spring 2007**

Implemented a state-machine-based agent artificial intelligence capable of responding to stimulus from its environment. Applied object-oriented design principles to create a reusable engine that was well-documented and utilized the Ogre3D libraries. Researched and implemented an efficient version of the A\* algorithm incorporating Manhattan estimation.

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## LEADERSHIP

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**President and Founder**, Western Game Development Club **Fall 2006 – Present**

Lead workshops and organize on-campus game development pursuits. Work with faculty and industry members.

**Associate Chapter Coordinator**, International Game Developers Association **March 2008 – Present**

Elected as a coordinator for the California chapter. Responsible for planning and organizing events, communicating with and managing volunteers, and overseeing meeting details. Member since 2006.

**President**, Western College Outdoor Club **Fall 2006 – Fall 2008**

Restarted the college's outdoor club and coordinated with faculty members to safely lead outdoor activities. Led and co-lead rock climbing, ice climbing, mountaineering, kayaking, canoeing, mountain biking, hiking, and camping trips.