

# Josh Szepietowski

<http://www.goosey.info>  
[Goosey@gmail.com](mailto:Goosey@gmail.com)  
330-204-8251

8604 Hunters Trace Ln  
Plano TX, 75024

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## Game Experience

### Kings Isle Entertainment Inc

Fall 2006 – Present

*Associate Programmer*

Unannounced Title

- Team Size: Large (30+).
- Fully implemented custom font system and related tools.

### Kings Isle Entertainment Inc

Summer 2006 – Fall 2006

*Programmer Intern*

Unannounced Title

- Team Size: Large (30+).
- Fully created a mini game.
- Implemented upgrades to the custom GUI System and Scripting system.
- Implemented upgrades and bug fixes to the Script Editor/Debugger tool.
- Was three time “Idea of the week” winner.
- Performed enhancements to boost developer productivity.

### Invalid Tangram DS

Fall 2006 - Spring 2007

*Sole Developer*

Port to the Nintendo DS portable system

- Port of PC game Invalid Tangram to the Nintendo DS hardware.
- Supports both the 2D and 3D hardware.

### Grimoire

Fall 2006 - Spring 2007

*Senior Programmer*

Half Life 2 Death Match Total Conversion

- Team size: 5 Programmers, 4 Artists, 6 Level Designers.
- Wrote several sections of the TDD and performed final quality pass.
- Built configuration system allowing in game tweaking without restarting.
- Made particle system allowing effects to be composed in real time.
- Created a number of particle effects for the spells and spell system.

### GRENDER

Fall 2005 – Spring 2006

*Sole Developer*

Fully Featured Dual API 3D Rendering Engine

- Shader effects including: parallax mapping, cel-shading, and gloss mapping.
- CPU and GPU skeletal character animation.
- Terrain using chunked LOD and Root-Mean-Square to eliminate popping.
- Shooter demo featuring a terrain editor and real time fluid surface dynamics.
- Usage is identical for both Direct3D 9 and OpenGL 2.
- Extendable and optimized particle system.

**GScript** Winter 2006 – Spring 2006  
*Sole Developer* Custom Scripting Language and Virtual Machine

- Performance tuned stack based virtual machine with JIT compiling.
- C-Style syntax with type-free variables.

**Danger Ball '77** Winter 2006 – Spring 2006  
*Programmer* Unreal Tournament 2004 Total Conversion

- Team size: 4 Programmers, 2 Artists, 6 Level Designers.
- Wrote custom melee attack code including a lunging strike.
- Wrote gameplay and network code for a several systems.
- Wrote several sections of the TDD.

**Invalid Tangram** Summer 2005 – Fall 2005  
*Sole Developer* Original concept 2D puzzle/shooter game

- Out of 19 programmer games Invalid Tangram was picked by faculty to be shown in The Guildhall 2005 Winter Exhibition.
- Fully designed and implemented a fun and original puzzle/shooter hybrid.
- Uses custom XML file formats and a custom 2D vector rendering engine.

**AWGIPDFFETFA51** Fall 2004 – Winter 2004  
*Lead Programmer & Designer* Original concept 2D action platform game

- Team Size: 1 Programmer, 2 Artists
- Developed a custom 2D engine and implemented all gameplay elements.
- Designed the contra-style side scrolling action with aliens fighting marines.

## Education

**The Guildhall at SMU** Summer 2005 – Spring 2007  
<http://guildhall.smu.edu/> **Masters-Level Certificate**  
*Digital Game Design: Software Development Specialization*

**Stark State College of Technology** Fall 2003 – Spring 2005  
<http://www.starkstate.edu/> **Associates**  
*Interactive Media Computer Science: Video Game Design Option*

## Skills

- **Languages:** C/C++, STL, HLSL, Cg, GLSL, ARB Assembly, x86 Assembly, ARM Assembly, Actionscript, Java, C#, Unrealscript, Makefiles, HTML
- **APIs:** DirectX 9.0c, OpenGL 2.0, Source Engine, FMOD, TinyXML, DevIL, MFC, Win32, libnds
- **Development Software:** VS.NET 2003/2005, SVN, Photoshop, 3DSMax, MS Office, GCC/G++, Make
- **Target Platforms:** Windows, Nintendo DS