

# Josh Szepietowski

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## Game Experience

**Total Immersion Software Inc**  
*Software Engineer*

Fall 2009 – Present  
Unannounced Title

- Contributed to Core SDK code-base.

**Kings Isle Entertainment Inc**  
*Game Systems Programmer*  
*Associate Programmer*  
*Programmer Intern*

Fall 2006 – Fall 2009  
Wizard101, Unannounced Title

- Client and game systems work on Gamebryo-based engine for two titles.
- Responsible for font rendering system and font generation tool.
- Contributed to GUI system tools including various custom GUI controls.
- Designed and implemented tutorial system and tutorials.
- Created material-based item customization system (engine and UI).
- Implemented asynchronous loading for custom materials.
- Researched, designed, and implemented various tools and scripts for development productivity.
- Designed second generation render management framework.

**Invalid Tangram DS**  
*Sole Developer*

Fall 2006 - Spring 2007  
Port to the Nintendo DS portable system

- Port of PC game Invalid Tangram to the Nintendo DS hardware.
- 3D hardware for sprite rendering and experimental multiplayer via WIFI.

**Grimoire**  
*Senior Programmer*

Fall 2006 - Spring 2007  
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**  
*Sole Developer*

Fall 2005 – Spring 2006  
API agnostic 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.
- Supports D3D9 and OpenGL 2 as back ends. Fully abstracts details.
- Extendable and optimized particle system.
- Quake BSD level loading.

**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 a dynamic type system.

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

- Team size: 4 Programmers, 2 Artists, 6 Level Designers.
- Responsible for custom melee attack code including a lunging strike.
- Engineered gameplay and network code for several systems.

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

- Independent Games Festival 2007 Student showcase finalist.
- Created tools (level editor, entity designer) using XML file formats.
- Implemented custom 2D Win32 vector rendering engine.

**AWGIPDFFETEF51** Fall 2004 – Winter 2004  
*Lead Programmer & Designer* Original concept 2D action platform game

- Team Size: 1 Programmer, 2 Artists
- Implemented a DirectX 2D engine and all gameplay elements.

**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, C++0x), C#, Python, Lua, HLSL, Cg, GLSL, Java, D, Javascript, Haskell, Unrealscript
- **APIs:** Boost, DirectX 9.0c, OpenGL 2.0, FMOD, TinyXML, DevIL, Win32, XNA
- **Game Engines:** Gamebryo, Source Engine, Unreal

- **Development Software:** Visual Studio, Subversion, Mercurial, Git, Bazaar, Photoshop, 3DSMax, GCC/G++, Make, Premake
- **Methodologies:** Object Oriented Programming, Functional Programming, Agile, Scrum, Test Driven Development, Design Patterns
- **Target Platforms:** Windows, Nintendo DS, Xbox 360, Android