

Josh Szepietowski

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Game Experience

Kings Isle Entertainment Inc

Fall 2006 – Present

Game Systems Programmer (current)

Wizard101, Unannounced Title

Associate Programmer

Programmer Intern

- 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

Fall 2006 - Spring 2007

Sole Developer

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

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

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.

AWGIPDFFETEFA51 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