ERIC KASPER   resume.omnomasaur.com

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PROGRAMMING LANGUAGES

- C++
- C#
- C
- Java
- JavaScript

TECHNICAL SKILLS

- Object Oriented Programming
- Game Engine and Physics Programming
- Game Network Multiplayer Programming, also RESTful services and some Database knowledge
- Game Tool Programming
- OpenGL and DirectX (shaders in GLSL and HLSL)
- Experience with existing game engines, such as Unity 3D
- Windows development
- Xbox 360 and Windows Phone development through XNA
- Knowledge of Adobe Photoshop, Adobe Flash, Adobe Illustrator etc.
- Basic Knowledge in 3D modeling and animation through both 3DS Max and Maya

WORK EXPERIENCE

- XTREMEPLAY, Lahaina HI - Sales Associate
  May 2008 - August 2008 left for college, re-hired May 2009 - August 2009

- Personal Game Development - Solo Developer
  Working toward future release.
  August 2010 - Present

EDUCATION

- Champlain College, Burlington VT (2008 - 2012)
  BS Game Programming, Overall GPA: 3.1

- Lahainaluna High School, Lahaina HI (2004 -2008)
  Overall GPA: 3.6, AP Courses

HOBBIES

- Video Games
- Japanese Language

REFERENCES

Available upon request.