

John Gillespie

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EDUCATION:

Stevens Institute of Technology, Hoboken, New Jersey
B.S. Computer Science, Minor in Mathematics; GPA: 3.46
Major Subjects: Computer Graphics I & II, Real-time Rendering, Logic of Program Design, Computer Organization and Programming, Data Structures and Algorithms II, Operating Systems, Concurrent Programming, Computer Architecture, Database Management, Programming Languages, Systems Programming, TCP/IP Networking, Calculus I-4, Linear Algebra, Advanced Calculus, Animation I & II

TECHNICAL EXPERTISE:

Systems: Windows, Linux, Macintosh
Software: Visual Studio, Maya, VMware, Xcode, Subversion, CVS
Languages: C++, C, C#, Delphi, GLSL, HLSL, PHP, Java, Scheme
APIs/Engines: XNA Game Studio, OpenGL, DirectX 9, Valve's Source

WORK EXPERIENCE:

Triple Six Studio, New Jersey
Lead Programmer: 06/09-present

- Worked with designer to prototype and implement gameplay for proof-of-concept.
- Crafted custom engine and gameplay classes, translating Game Design Document into a cohesive architecture.
- Developed extensible entity system utilizing seeking and flocking steering behaviors.
- Created 2D collision detection utilizing oriented bounding boxes and the separating axis theorem.

The Burgiss Group, Hoboken, New Jersey
Developer Co-op: 01/08-08/08
Developer part-time: 09/08 – 06/09

- Created NT service in Delphi to manage SQL servers and control IIS through WMI on Windows 2003.
- Documented manual maintenance/installation tasks for server-side IIS/SQL application, and designed internal website in ASP.NET to automate tasks and provide a central place for server and installation information.
- Created bash scripts to remotely manipulate files and executables through SSH. Migrated all scripts to Windows Powershell.

Distributed Engineering, New York, New York
Developer Co-op: 01/07-08/07

- Converted software drawing routines to OpenGL, worked with beta testers to ensure game worked on a variety of graphics cards and operating systems.
- Designed and created server and user side implementations of trading, tournament, purchasing, and chat systems using C++. Developed UI and client logic. Leveraged distributed systems running on Linux servers with PostgreSQL to handle validation and data manipulation.
- Ported the application to Mac OS X.

PROJECT EXPERIENCE:

Project Arson, Stevens Institute of Technology
Technical Director: 09/08-04/09

- Worked with 8 other students tasked with designing and developing an engine and game for the visually impaired in C# utilizing Microsoft's XNA framework and Speech SDK.
- Architected client/server system for multiplayer networking utilizing the observer pattern to decouple the module from the rest of the engine and facilitate communication between external matchmaking services.
- Developed a multithreaded 3D particle system capable of 20,000+ particles with a framerate of 60fps. Enhanced performance through batched drawing and pooling particle resources.
- Participated in architecture discussions as well as design meetings. Helped create a serialized branching level system.

Microsoft Imagine Cup 2008 Game Development Team, Stevens Institute of Technology
Lead Engine Developer: 09/07-04/08

- Worked with 5 other students to create a game using the XNA framework that fit the theme of sustainability of the environment through technology.
- Developed 2D collision detection and response utilizing bounding boxes and texture data.
- Simulated water physics including buoyancy and drag.
- Developed 2D graphics system that used HLSL for bloom and explosion effects.
- Game placed 8th out of 500+ competitors.

LEADERSHIP:

BSA Eagle Scout, Computer and Gaming Society - President, Stevens Game Development Club – Vice President, Ski Club – Treasurer/Secretary