

JUSTIN ARRUDA SOFTWARE ENGINEER

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Summary

Video game developer and software engineer with a diverse body of knowledge and experience. Particularly interested in engine architecture and networking with substantial experience in graphics, audio, AI, physics, and tools programming. Extremely passionate about creating amazing and immersive experiences through video games. This is what I became a developer for.

Languages

C/C++, C#, Javascript, PHP	Highly Proficient – 6+ years
Java, Ruby, Lua, Objective-C	Very Proficient – 2+ years
Python, Perl, Z80 Assembly	Proficient; Unused Recently

Technology and APIs

- DirectX, OpenGL, XNA, FMod Ex, DirectSound, .NET, Sockets, Win32, SQL, XML
- iPhone and Android development.
- Architecture, Graphics, Physics, Networking, AI, and Tools experience.
- Linux & Windows system administration

Education

Digipen Institute of Technology, 2004-2008
BS, Real-Time Interactive Simulation (Physics Minor)
Includes 3 “shipped titles”

Experience

iPhone & Web Platform Developer at Gripwire

February 2008 to April 2009

- Lead developer on a social network platform to allow applications to run seamlessly on several of the most popular social networking websites.
- Lead developer on all iPhone applications developed for third party clients and on an unannounced project relating to the aforementioned platform.

Software Engineer at Snapvine

September 2006 to November 2007

- Supporting developer on a Flash-based “VoicePlayer” with over 5 million regular users. Developed using Ruby and Memcache to build an analytics platform for the player.
- Company sold to WhitePages for \$20 million in 2008.

QA Engineer at 5th Cell

May 2007 to July 2007

- In-house tester for the Nintendo DS title, “Drawn to Life.”
- Provided bug reports and communicated with developers and designers on a daily basis. Proofread all in-game dialog and provided spelling and grammar corrections, as well as wording suggestions.

Web Developer at America's Pride, Inc.

March 2004 to March 2006

- Developed an object-oriented, hierarchical DHTML menu for their main website.
- Designed and developed an internal product management system using PostgreSQL and PHP.