

RYAN CARPER

507 Pleasant Valley Road, Washington, PA 15301 • 412-997-4820 • ryan@blacktriangles.com

OBJECTIVE

To obtain a position at a respected software development company.

SUMMARY OF QUALIFICATIONS

- Excellent computing skills with many languages and environments.
- Self taught programmer over the past ten years.
- Has successfully completed many courses pertaining to Computer Science.
- Has completed multiple demo projects which can be found at: <http://blacktriangles.com/ryan/>
- Has a strong passion for computing work.

COMPUTER SKILLS

Languages: C, C++, C#, Java, PHP, HLSL, JavaScript, XML, HTML, SQL

IDE: Visual Studio, Eclipse, Crimson Editor, Pico, NotePad++

API: Windows, DirectX, OpenGL, OpenAL, Ncurses, JDK, XNA

OS: Windows 9X/2000/ME/XP/7, Unix

EDUCATION

B.S. Computer Science, Clarion University, Fall '07 - Winter '10

Minor: Information Systems

Overall GPA: 3.8

Dean's List '07-'10

INTERNSHIP

Fixed Point Consulting LLC, Summer 2010

- Assisted with research for company project
- Re-engineered a planetary terrain generation algorithm to be run on the GPU
- Developed an implementation of geometry mipmapping with C# and XNA, experimented with techniques for transferring it to the GPU

PROJECTS

Paperboy EXTREME

- 3D First Person reinterpretation of the classic Paperboy
- Developed using the Unity Game Engine
- Game scripts written in C#, using Visual Studio Express

Lunar Blade

- Third person action adventure demo
- Written in C++ using Visual Studio Express
- Graphics system designed to support multiple API's if needed
- Uses key frame animation with blended transitions

Disastrous Dan

- Old-school First Person Shooter with Wolfenstein-3D style graphics
- Written in C using the Eclipse IDE
- Makes use of the BREW API in order to target cell phones

SCHOLARSHIPS

- Board of Governors' Scholarship
- George Lewis Scholarship
- Clarion Computer Information Science Department Scholarship

REFERENCES

Available upon request