

Eric Kesterson

GAME PROGRAMMER

709 Woodhollow Dr, Marlton, NJ 08053
cell: 610-564-2675, email: vecima.k@gmail.com
portfolio: <http://erickesterson.type3studios.com>

"I have a passion for making great games, and I do what it takes to finish the job. I am a dedicated problem-solver with an eye for efficiency, and attention to detail."

Profile

Talented developer with experience in object-oriented software in real-time environments. Team player with interpersonal skills and a drive to succeed. Strong attention to detail, with a creative passion for computer and video game development.

- Experience in game mod development
- Experience in software industry
- Founded Type 3 Studios - independent game and mod studio

Skills

Techniques:	Object-Oriented Programming, Information Visualization
Programming / Web:	C++, C#, Java, HTML, PHP, CSS, Javascript, MySQL
Applications:	MS Visual Studio, Eclipse, and other IDEs, Source engine (Source SDK and Valve Hammer Editor), Microsoft Office, Open Office, Rational Software
Operating Systems:	Windows (All versions), Linux, UNIX, Mac OS X

Experience

Lead Programmer – The Battle of Philadelphia, Half-Life 2 Mod, 2005-Present

Lead programming efforts for all areas of the first person shooter mod. Wrote and managed code in Microsoft Visual Studio to create the desired game play elements and add new features to the game.

- Created a bullet penetration system with configuration file support for weapon strength and material resistance.
- Created a weapon swapping system, including the required server to client message and HUD element.
- Added new creatures and weapons such as trip-mines and smoke grenades to bring exciting new game play to the mod.
- Added instances of dynamic shadowing lights to give the game a slightly updated graphical look. Previously only the player flashlight cast dynamic shadows.
- Created game levels as well as 3D and 2D art assets.
- Created HLSL shaders for game textures.
- Scripted NPCs, and managed the configuration and script files for the game.

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Experience (continued)

Mission Solutions Engineering, Moorestown, NJ, 11/2009-Present

Elite Defense Solutions

Programmer Analyst Professional

Developed Java code for the Navy AEGIS defense contract. Responsible for design, implementation, and test of missile guidance code in UNIX and windows environments.

- Developed object-oriented code in a team environment.
- Worked on-site with customer during software integration and regression testing.
- Wrote JUnit drivers to unit test code functionality.
- Created re-usable tools to save time and disk space, by parsing pertinent information from large log files and cleaning up intermediate build files.

Computer Sciences Corporation, Moorestown, NJ, 5/2006 - 11/2009

We are a global leader in providing technology enabled business solutions and services.

Programmer Analyst Professional

Developed Java code for the Navy AEGIS and DDG 1000 defense contracts. Responsible for design, implementation, and test of object-oriented situational awareness and missile guidance code in a combination of UNIX and Windows environments.

- Developed missile guidance code for AEGIS.
- Developed missile guidance and situational awareness code for DDG 1000.
- Worked remotely and on-site with customer during software integration and regression testing, and traveled to Rhode Island to provide on-site support to prime customer.
- Reorganized the unit test system to save time and effort, and taught this new technique to several co-workers.
- Created tools using combination of Java, Perl, and shell scripting to save time by running portions of code through simulations, and collecting important information.
- Paid internship 5/2006 – 1/2007.
- Promoted from “Application Designer Associate Professional” 7/2009.

Education

Bachelor of Science in Computer Science – Rowan University, 2006

Specialization in Graphics & Visualization