

Jasmine Hegman

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<http://www.jch321.com/>

Game/Tools Programmer

Objective: A game or tool programming position for a company with a comfortable atmosphere looking for an individual with the ability to write effective, optimized code, problem solve to achieve company objectives, and who is eager to produce exciting, entertaining games.

Skills:

- C/C++
- C#
- Visual Basic
- HTML/CSS/JavaScript
- Python/Ruby
- PHP
- Evolutionary Algorithms
- OpenGL
- Ogre3D
- SDL
- Ndslib (Nintendo DS Homebrew)
- Game Design
- Ableton Live
- Website Design

Projects:

- Primal Carnage (Asymmetrical Humans vs. Dinosaur team-based multiplayer game)
 - Networking
- Barfight (Quake 3 Total Conversion I-Phone Port)
 - Handled Quake 3 modification (fists, blocking, survival gametype, new models)
- Zero Barrier (Quake IV Total Conversion)
 - Implemented leaning/sprinting systems, new weapons, game types
- JBrawler (XNA 2d Brawler)
 - Scrolling bg + tiles, ingame editor, loading/saving, bracketing system, sprite mgr
- Port of Memoir '44 to the DS
 - Implemented hex-map engine, game states, saving/loading
- Websites
 - www.marybrasch.com
 - www.cathyhegman.com
 - Gallery system for end-user gallery management, automatic thumbnail/watermarking

Education:

University of Advancing Technology	Tempe, AZ	2007-2009
Major: Game Programming/Software Engineering		
Delta State University	Cleveland, MS	2006-2007
Major: None (General Education/Art)		