

Adam Larson

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[Example Code](#)

Objective:

To find a challenging job as a game programmer, where I can continue to refine my own skills, while helping to aid others with my own experience.

Specific Skills:

Languages:

- More than 10 years of experience with C++
- Significant Experience with Windows API, DirectX, UnrealScript, and Assembly.
- Experience with OpenGL, C#, and Objective C

Programming:

- Significant Experience with Xbox 360 requirements including Matchmaking, Leaderboards, and Save Game Systems.
- Experience with moving code to the SPU's on the PS3.
- 3rd Person Camera's, Player controls, AI, and combat systems.
- Proficient with profiling tools including PIX for the Xbox 360, and SN Tuner for the PS3.
- Network programming and optimization for the PS3 and the Xbox 360.
- Experience replacing existing audio systems with middleware provider FMOD.

Game Engines:

- Vicious Engine 2.5 (Elements Of Destruction, Zombie Wranglers, Metalocalypse: Dethgame)
- Unreal Engine 3 (Unrevealed Triple A sports game)
- Torque 360 Engine (Screwjumper, Marble Blast Ultra PC port)
- Infernal Engine (Unrevealed title)

Software:

- Visual Studio versions 6.0 to 2008
- PIX, and SN Tuner for performance analysis
- Source Control: Perforce, CVS, Tortoise SVN
- Bug Tracking: DevTrack, Jira, Bugzilla, TestTrack, Mantis

Experience:

Lead Programmer: Frozen Codebase (December 2008 – Present)

- Total team size of 12-15 people, with 5-6 programmers on average.
- Managing the milestone builds, and working to automate as much as possible.
- Main Programming tasks: Melee and weapon combat systems, 3rd person camera, gore/dismemberment systems, all 360 and PS3 TCR requirements, rendering, shaders, and performance optimizations including moving systems over to the SPU's on the PS3.

Gameplay Programmer: Frozen Codebase (December 2006 – December 2008)

- Worked on various teams ranging in sizes of 7 to 20 people on 3 different projects.

Programming Intern: Frozen Codebase (October 2006 – December 2006)

- Mainly worked on User Interface controls for Screwjumper.

Shipped Titles:

Kick-Ass The Game: (Playstation 3)

- Controls, Camera, Animations, combat system
- All PS3 TRC requirements including trophies, save games, packaging requirements,
- SPU optimizations including moving the animation system from the CPU to the SPU's
- I also created the leveling system for this action RPG.
- Created a complex chaining combat system that can utilize a large number of attach chains.
- PS3 shaders for normal mapping

Zombie Wranglers: (Xbox 360)

- Player Controls, and management of player animations, as well as the 3rd person camera.
- All Xbox 360 requirements, leaderboards, achievements, rich presence, matchmaking, etc.
- The majority of the multiplayer gameplay code, including the progressive lobby system, scoring, and mission setup.

Elements of Destruction: (Xbox 360)

- I wrote the majority of the Xbox 360 layer for this game including save game system, leaderboards, achievements, and matchmaking.
- Worked closely with lead programmer on optimizing various aspects of the code.

AC 130 Operation Devastation: (PC)

- Helicopter, Tank, and soldier AI.
- Worked on the build system, mainly the audio conversion pipeline.

Screwjumper: (Xbox 360)

- Programmed most of the UI controls and opened them up for access by script.
- Multiplayer programming, and optimizations.
- Significantly re-factored the engine to make split screen possible in the engine.

Marble Blast Ultra : (PC port)

- Porting the Xbox 360 version to Games for Windows, and then to InstantAction

Other Projects:

Metalocalypse: Dethgame (Release date: Unknown)

- I worked on this project for 8 months as the Lead Programmer with a team size of 13 people, 5 of those programmers.

Sports Game Demo:

- Using Unreal Engine 3 we worked many months on a PS3 and Xbox 360 demo

Education:

Bachelors of Science: Game Software Development

- Westwood College
- Graduated in early 2007
- GPA of 3.8

Associates Degree Program: Computer Science

- Spartanburg Methodist College
- Attended from 2001 – 2003
- Awarded the Computer Science student of the year award in 2002
- GPA of 4.0 in major