

Chris Kaynor
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Skills & Abilities:

Programming Languages (3+ Years)

- C++
- PHP
- JavaScript
- GLSL
- HLSL

Software

- Maya
- TortoiseSVN
- Adobe Flash
- Adobe Photoshop
- GIMP

Libraries

- Win32
- MySQL
- OpenGL
- DirectX

Other

- Linear Algebra
- Trigonometry
- Calculus

Education:

The Art Institute of Portland, BS in Visual and Game Programming, March 2009

- Database Management (MySQL, Access)
- CG Programming (OpenGL, DirectX)
- 3D Modeling & Animation (Maya)
- Program Parallelization (C++ SSE, Windows Threads)

Related Experience:

Lab Rats, Game Production Team, May-Oct. 2008

- Implemented network replication in Unreal Script
- Implemented character feature list in Unreal Script
- Implemented physics sleeping functionality in Unreal Script

Apprenticeship in Science and Engineering, Wells Fargo Financial, Summer 2004

- Designed and implemented a GUI in Visual Basic
- Linked together multiple disperse libraries using Visual Basic