

## James M. Blocker Jr. Game Developer

2070 Grand Jet  
Alpharetta, GA 30004  
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www.jblocker.com  
(678) 468 - 8576

### Skills

- Advanced experience with C++, C#, and Objective-C
- Solid Understanding of object-oriented design patterns
- Proficient at diagnosing and resolving software bugs
- Familiar with Open GL, Open GL ES, Open AL, and Direct X 9
- Acquainted with GLSL and general shader techniques including normal-mapping and Phong-lighting
- Well versed with Visual Studios 2005, 2008, 2010, and X Code 3 and 4
- Equally capable of working as a member on a team or as an individual
- Worked with SVN, SCM, and Alien Brain source-controls on team projects
- Effectively writes documentation that is easy to comprehend without loss of technical detail
- Practical knowledge of vector and matrix math as is applies to physics and 3D math
- Highly apt at learning on the fly with a fast pace

### Work Experience

#### Game Programmer

12/15/2010-9/28/2011  
Observation  
Technologies, Inc.  
Ivyland, PA  
(215) 322 – 5441  
www.obstek.com

- Architected and implemented a game engine from scratch
- Integrated script features to control the game logic and define content
- Engine features Open GL ES 1.0 and 2.0, Open AL, and Game Center
- Developed a tool for the Mac OS X to create animation files used by the engine
- Created technical documents for future development and user guides
- Worked on a currently unreleased flagship iOS project

#### QA Contractor

1/25/2010 – 8/2/2010  
Instant Technologies  
Durham, NH  
1 (800) 884 – 0443  
www.instant-tech.com

- Tested for software defects for enterprise instant messaging software
- Reporting defects and steps to reproduce them to development team
- Provided documentation in ticketing system
- Coordinated group testing sessions with the Quality Assurance Team
- Scripted instant messaging bots with Groovy

### Relevant Experience

#### Ace of Space

2/3/2008 – 7/25/2008  
Academic Project  
5 Man Team

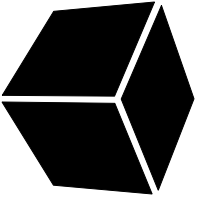
- Managed team as Project lead
- Co-designed and managed the development of the game engine as a whole
- Implemented a memory recycling Object Factory speeding up object creation
- Responsible for Particle System and all implemented effects

#### 8-Bit Glory

6/3/2007-7/27/2007  
Academic Project  
3 Man Team

- Managed Team as Project Lead
- Designed and documented the game engine
- Responsible for the Tile Engine and Map Editor tools
- Oversaw and previewed code before integration effectively minimizing problem

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## Relevant Experience

Shedder  
8/15/2010-Present  
Personal iOS Project

- Constructed iOS engine using purely Objective-C
- Application runs on all iOS devices with minimal device specific code
- Game logic operates following physics based interfaces
- Designed user interface to fully utilize the touch screen
- Still under development

Zelda Project  
5/15/2007-5/29/2007  
Individual Project

- Developed in two weeks
- Implemented Save System
- Designed and coded the AI for the Enemies and Bosses
- Levels, collectables, and warps are defined by script files

## Education

**B.S., Computer Science** Full Sail University, Winter Park, FL, June 2008

## Other Experience

Siege 2011  
Volunteer  
10/7/2011-10/9/2011

- Helped assemble the convention bags
- Operated audio and video equipment recording convention sessions
- Monitored session rooms and booths

Full Sail Instructor  
Summer Camp 2008  
8/8/2008-8/15/2008

- Acted as an external producer for two teams of three children ages 12 to 14
- Projects had a 4 day development cycle
- Yoyo Games' Game Maker 7 was used to create the projects

GAETC Technology  
Fair Finalist  
Category  
Project Programming

- 2004 - First Place with "Das Dunkel Engel" with BYOND Script
- 2003 - Second Place with "Game Maker" with Interplay's Learn to Program Basic
- 2002 - Third Place with "Egg" with Interplay's Learn to Program Basic

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