

# Eric Wiggins

Game Programmer *with 3 years industry experience*

775 East 400 South  
Provo, UT 84606  
(801) 671-5088  
eric@ayrik.com

## Objective

Programming position where my skills and experience will add to the current success of the company, and where I can learn more skills and broaden my horizons.

## Work Experience



**Technical Director**  
Silverlode Interactive

Orem, UT  
June 2007 – Present

### SAGA

Lead Programmer

  
June 2007 – Present  
(released March 2006)

- Localize server/client using unicode
- Design and code the Market back-end
- Integrate SpeedTree
- Design and code a material manager to improve render performance
- Add support for shaders
- Design and code a patcher in MFC
- Deploy patches to servers and clients
- Manage a team of programmers
- Estimate schedules for a small team



**Game Programmer**  
NinjaBee/Wahoo Studios, Inc

Orem, UT  
April 2006 – June 2007

### SAGA

  
April 2006 – June 2007

- Map Editor
- Chat Client/Server System
- Email System
- Espionage System

### Band of Bugs

  
Early 2007 for 3 weeks part-time

- Simple water shader
- Water tile system with waterfalls
- Implement volumetric shadows

### Space Station Tycoon

  
Project cancelled

- Port 3D graphics engine code to Wii

## Academic Projects *at Full Sail*

### Project Lead

*SpaceHound*

November 2005 – March 2006

- Five person team
- Five month deadline

- Team Management
- Game Design and Documentation
- Technical Design
- Scheduling with Gantt Chart
- Tools Lead
- User Interface
- Bezier Rail System

## Education

### Full Sail University

Bachelor of Science in Game Design and Development

June 2004 – March 2006  
Orlando, FL

- Strict Deadlines
- Accelerated training
- Odd hours
- Able to re-take any Game Development class for free for life

## Languages

- C/C++ ●●●●●
- C# ●●●●○
- D ●●●●○
- PHP ●●●●○
- Lua ●●●●○
- Java ●●○○○
- X86 Assembly ●●○○○

## Skills

- Network Programming ●●●●●
- Client/Server Architecture ●●●●●
- Localization between OSs ●●●●●
- 3D Math ●●●●●
- Shaders (CG/HLSL) ●●●●○
- User Interactivity ●●●●●
- Tools Programming ●●●●○
- Game Design ●●●○○
- Technical Design ●●●●●

## Environments / APIs

- OpenGL ●●●●●
- DirectX ●●●●●
- MySQL ●●●●○
- Microsoft Xbox 360 ●●●●○
- Unity 3D (+iPhone) ●●●●●
- OGRE 3D ●●●○○
- Nintendo Wii ●●●○○

## Software

- Microsoft Visual Studio ●●●●●
- Metrowerks Codewarrior ●●●○○
- Microsoft Office ●●●●●
- Adobe Creative Suite ●●●●●